80'S PULP

art: Earl Norem

A fan made Supplement for Where Heroes Dare!

80’s Pulp is a fan made supplement for use with Iron Ivan Games tabletop game, Where Heroes Dare! sold by Brigade Games. A copy of Where Heroes Dare! is necessary to use this supplement.

NOT FOR COMMERCIAL SALE

INTRODUCTION

Back to the 80's!: Pulp 80's is designed for use with Brigade Game's pulp genre tabletop rules, Where Heroes Dare!. This living rule supplement will be updated periodically with new rules and data, but any unstated rules can be found in the original Where Heroes Dare! rules which are available through Brigade Games.

Amended Rules: The following are rules that will replace existing rules in Where Heroes Dare!

Turn Sequence and Arishikagi Abilities: After the Turn Initiative is determined, any players with a Ninja Companion or Lead must draw Arishikagi Ability Cards. Players will draw in order of Initiative and a number of cards equal to their highest Dare! score ninja. So a Companion would draw 2 cards and a Lead 3-4 depending on his Schticks. All players draw from the same deck.

Only one card may be used by a Character at a time. The Arishikagi card may be used during the Character's Activation or held. At the beginning of their next turn they may either draw another card or exchange any held cards for use. Only 1 Arishikagi card may be held at a time.

Arishikagi Cards can be found on Page 13.

Dire Duels, Enter the Ninja: The realm of 1980's Pulp introduces Characters to be much more deadly in Hand to Hand combat then they were in Where Heroes Dare! To give Characters a more dynamic Dire Duel the following rules are to be applied.

The Duel: When Dueling the Character that won initiative as normal attacks, but the defending player rolls a number of dice equal to their current Dare! scare to defend. Each successful defending roll, equal to or under their Fists score, negates one of the successful strikes of the attacker. This continues until one Character is eliminated.

Bullet Proof Vest Vs Blast APs: BPVs normally reduces the AP of a weapon by it's defense value, but not for blast weapons, they are treated as full strength as usual.

Vehicle Activations: Vehicles in this Pulp area are much more Modern and sophisticated. I recommend using the movement/firing rules from the core Disposable Heroes ruleset, meaning that vehicles may move and shoot, but with restrictions.

SPEED	Weapons that can be fired
Stationary	All
SLOW	2
MEDIUM	1
FAST	None

Water Vehicles: How It Works: When Activated, each amphib or craft may make up to a full movement. On water, they may turn at the beginning of their movement, but must then move in a straight line. There is only one speed listed for water movement, and it is always considered to be "fast." They may not move through or across obstacles or wrecks while on the water or crossing the beach. When Activated they may also Fire their weapons, though they must Acquire as normal if applicable. The AA mounted weapons on some craft still have to Acquire. Pintle mounted weapons do not. On any Activation that the vehicle moved, the Acquisition and Fire is at -1. Transported units may not Fire while still loaded.

Once an amphib is at the water's edge, or on land, it can follow the normal vehicle rules for loading and unloading. To leave the water, it must stop at the edge, then move as if on land the next turn. To re-enter the water, it must stop at the water's edge, then next turn move per the water movement. Note: Amhibs do not receive any special bonus for crossing bodies of water that non-amphibious vehicles may cross, like a shallow creek. They suffer the same movement penalties as a truck or jeep would.

When a craft reaches the water's edge, it must stop. At that time, you may begin to Activate your transported units. Do this out of sequence, meaning you just begin to Activate the passengers. Each unit when Activated can do only one thing, move off of the craft. Infantry units may make a 6" move from the edge of the craft. Vehicles may make their Slow speed move. Keep Activating until you no longer have physical space for more models or vehicles to move off. The remainder are considered to also be Activated, and can do nothing further this turn Remember, none of these units can do anything else on this turn, they can not Fire, can not Charge, can not be used to Spot for artillery, can not

Auto-rally, and so on. On following Activations, the "landed" units may begin to Activate as normal. However, the units still loaded wait until the craft is Activated, at which time they continue to follow the procedure of unloading until either all are unloaded or there is not more physical space for more models or vehicles to move. It would be a good idea to Activate some of the units already unloaded first to help make room. This process continues for as many turns as it takes until all units are unloaded.

Loading craft is a timely affair. Only one unit is allowed to load onto a craft (assuming it is at the water's edge) each turn, regardless of space or speed. However, the "load" may occur as long as the unit can reach the craft in its movement, it does not have to have "spare" movement left over to move onto the craft. Example, the craft is 9" away exactly from an infantry unit. If the unit Activates, and moves its full 9" into contact, the unit is considered loaded (and only one model has to reach the craft, the others are assumed to make it).

Combat: Amhibs work the same as other vehicles, and use the same rules, with the following exceptions. If a penetrating hit has an "immobilized" result while the amhib is currently in the water, it is removed from play (considered sunk). The passengers must then roll on the Bail Into Water table below. The crew and passengers may be Pinned if they fail a Guts test from taking Fire, but unlike when on land would not Bail out. However, if the vehicle is destroyed and the result indicates that survivors must Bail, they must as a unit roll on the Bail Into Water table below. Passengers and crew may be targeted by small arms as normal, the passengers and crew of amphibs always receive Hard Cover (-4) while on the water. Passengers may not Fire while loaded on the water. They may however Fire while loaded as normal when on land.

Craft work differently in some ways. They have their own individual Landing Craft Penetrating Hits chart shown below. Passengers forced to Bail on water (and Bailing at the water's edge when there is not physical space to move off of the craft is considered Bailing on water). Passengers and crew may be targeted by small arms as normal, but they receive the Reinforced Cover (-5) modifier. Also, Snipers may not pick their targets from landing craft (though would still get their +2 ACC bonus).

Landing Craft Penetrating Hits Results

Hull D10	Result
5 or less	No affect, counts as 1 Penetrating Hit
6-8	Blast vs Passengers, 10 rolls at AP 4, counts as 1 Penetrating Hit
9-10	Blast vs Passengers, 10 rolls at AP 6, counts as 2 Penetrating Hits
11-15	Blast vs Passengers and Crew, 10 rolls at AP 8 for each, counts as 2 penetrating Hits, -1" Speed
16-25	Sinking, Blast vs Passengers and Crew, 10 rolls at AP 8 for each, roll on Bail Into Water for survivors
26 or more	Destroyed, roll AP 8 for all Passengers and Crew, roll on Bail Into Water for survivors
Helm D10	**Result**
5 or less	No affect, counts as 1 Penetrating Hit
6-8	Blast vs Crew, 5 rolls at AP 4, counts as 1 Penetrating Hit, -1" Speed
9-10	Blast vs Crew, 5 rolls at AP 6, counts as 2 Penetrating Hits, -1" Speed
11-15	Blast vs Passengers and Crew, 10 rolls at AP 8 for each, counts as 2 penetrating Hits, Zero Speed
16-25	Sinking, Blast vs Passengers and Crew, 10 rolls at AP 8 for each, roll on Bail Into Water for survivors
26 or more	Destroyed, roll AP 8 for all Passengers and Crew, roll on Bail Into Water for survivors

Notes: All units transported must make Guts checks from all Penetrating Hits as normal. As stated above they are not forced to Bail if they fail. If a craft is reduced to zero speed, the owning player may decide to voluntarily Bail his units (and rolling on the Bail Into Water) chart, otherwise the units will not be able to land. Blast rolls versus passengers are made against a single unit (not rolled for every unit). If the unit does not have enough models to meet the

casualties inflicted, then the excess hits ARE applied to another unit and so on until there are no more hits or no more passengers.

Bail Into Water Table				
Distance From Beach at Time of Bail				
D10 Roll	9” or less	<9” to 16”	<16” to 22”	Over 22”
1	1 Turn*	AP 3, 3 Turns	AP 6, 5 Turns	All Eliminated
2-4	AP 1, 2 Turns*	AP 3, 4 Turns	AP 8, 6 Turns	All Eliminated
5-6	AP 3, 3 Turns*	AP 6, 5 Turns	All Eliminated	All Eliminated
8-9	AP 6, 3 Turns	All Eliminated	All Eliminated	All Eliminated
10	All Eliminated	All Eliminated	All Eliminated	All Eliminated

Notes: You make a single D10 roll for all of the units on the amphib or craft, and apply the result to each and every model. You measure from the closest edge of the amphib or craft to the nearest landing point. The 1, 2, 3, or 4 Turns signifies how many turns of wading or swimming it takes the survivors to reach land. For example, 1 Turn means they land at the beginning of the next turn. All survivors start their turn Activated and Pinned (so can take no action the turn they land). The AP number is rolled against every model in every unit (roll for units one at a time, so you know which units suffer which casualties). You should roll for the leaders and special weapons (MGs, AT weapons, etc) separately. This is a case where other members of a unit are not allowed to retrieve the equipment of lost models. Survivors arrive on the Turn stated. Vehicles are always considered lost if they must Bail Into Water. The only exception is vehicles voluntarily Bailing from a craft that has been reduced to zero speed, AND is 9” or less from the beach. In that case, roll on the 9” or less column, on a result of 1-6 (indicated by a *), the vehicle arrives on the beach on the turn indicated. On a 7 or more, the vehicle is lost. In all cases, any crewed served artillery is automatically lost (though the crew may survive), though weapons like LMGs, HMGs, AT rockets, AT Rifles, FTs, and also mortars Heavy weight or less, are considered to be retained if some of their crew survive.

Acquisition: Amphibs and most craft are +2 to Acquire while on the water or water’s edge. Large Target craft are +3 to Acquire. Also, Acquisition is never lost due to target speed, only attacker movement or loss of LOS.

Targeting Survivors: Survivors are given a number of turns that it will take them to reach land. They do not actually “move” on the table. However, they are physically present and can be targeted by enemy fire. Place a marker (or the actual models themselves) between the craft and the beach point to represent the general location of the survivors. These models may be targeted (as per normal rules, in other words shoot at a single unit) as if they have no cover. They are not forced to take Guts checks, and can not be Pinned in the water or forced to Fall Back or Rout.

Options: You may create scenarios where the Bail Into Water Table is modified. Examples would be a shallow water area, so that the survivability is greater, but remember that models further out should take longer to reach shore.

Gunboat: These are craft converted for close range direct fire support, or even small ships. They operate under all of the same rules as Landing Craft except that they may not transport any units, and may never leave the water.

Conclusion: These amphibious assault rules are meant to be flexible. The idea is to provide a framework for you to be able to include amphibious landings in your games without too much trouble. You may forgo the effort entirely by simply starting the game with the craft on the water’s edge and treating the craft as part of the land! In that case you would use none of these rules at all, and that is perfectly acceptable. Do what works for your games.

GEAR

GEAR	DESCRIPTION	PTS
Bullet Proof Vest	A bullet proof vest is able to reduce the trauma received by shrapnel and small arms fire. Any bullet based or shrapnel based weapon will have it's AP reduced by -2. Note AP cannot be reduced below an AP of 1, the lowest it can be is AP1.	20
Advanced Body Armor	Advanced body armor is able to reduce the trauma received by shrapnel and small arms fire. Any bullet based or shrapnel based weapon will have it's AP reduced by -3. Note AP cannot be reduced below an AP of 1, the lowest it can be is AP1.	30
Custom Weapon	A custom weapon is a ranged weapon that is not a heavy weapon, that can have either it's range increased by + 6", it's AP increased by +1, or its Rate of Fire increased by +1 or all three. Each choice is 10 points.	10
IR Goggles	IR goggles used the infrared spectrum to advance sighting in lowlight conditions. Characters wearing IR goggles gain a +2 against any Sighting Conditions.	8
Drone	Drones are built exactly as Robot Servants in the Gear section of Where Heroes Dare!	
Rocket Pistol	Rocket pistols are custom made weapons designed to deliver an explosive attack at medium range from a small weapon.	15
Katana	Japanese steel, folder over a thousand times in the forge and sharpened to a razor's edge. These swords are passed down for generations and are treated as a sword but have +2 to their AP.	10
Wrist Rockets	MARS developed these small explosive rockets specifically for Destro's own gauntlets, giving him a small weapon capable of doing great damage.	10
Explosive Javelins	Explosive javelins are tipped with a shaped charge head that is treated as a small satchel charge for armor penetration.	20
Climbing Claws	Climbing Claws allow a character to scale sheer surfaces without movement penalty.	5
Smoke Grenades	Smoke grenades are used to mask movements, and conceal targets. See the Smoke section in the Where Heroes Dare! book.	3
Thermite Bomb	Thermite bombs are designed to melt into machinery and destroy it. A thermite bomb grants the Character Close Assaulting a Vehicle a +2	10
C-4	A powerful explosive that can used to breach walls. A Character may plant C-4 instead of shooting or solving a DARE! location to create a breach in any wall so that others may pass.	10

GEAR	DESCRIPTION	PTS
Microwave Pistol	The Maser Pistol, or microwave pistol, is a deadly Cobra technology weapon that ignores body armor and cooks it's targets from within.	30
Laser Pistol/ Rifle	High Energy Lasers that are capable of melting through targets like a torch, limited only by there power source.	15/ 30
Silencer	The Character's weapon has been modified by a silencer, making them difficult to detect. If the Character has shot with the weapon in it's Activation, any models shooting at them suffer a -1 to their Gats score for the turn.	10
Scuba Gear/ Respirator	Scuba Gear allows the Character to cross water without penalty and also ignore any gas effects.	5
Med Pack	A Character equipped with a Med Pack is able to provide his Group with a -1 to the AP of any attacking weapon, cannot be reduced to less than 1 AP though. Also the Group may reroll any failed Moxie test.	30
Jump Pack	A model wearing the pack must roll a D10 each time it takes off and on a roll of 10 on a D10 must consult the Mad Science table. When a model takes off it may jump up to 20 inches horizontally and 20 inches vertically and counts as maneuvering for firing.	20
Iron Helm	The Character has a high tech Helmet that filters all Gas and grants the wearer a -1 AP to all wounding hits.	20
Bang Flash Grenades	Bang Flash grenades are able to be thrown 10 inches but can only Pin, and grant a +2 toward Dire Dueling Initiative tests. If Characters are IR equipped they suffer a -5 to their Moxie test or become Pinned.	10
Com Pack	A Com Pack allows the Character to act as a Spotter and communicate with off table support and Vehicles on the table.	10

SCHTICKS

The following Schticks replace existing Schticks in Where Heroes Dare!

SCHTICK	DESCRIPTION	PTS
"Destroy Them! This I COMMAND!!"	The Character is able to keep up to 4 Supporter Characters, Animals, or Robot Servants off table, but still accounted for in points, and Activate them as reserves in the game. In order to Activate them, you must say "Destroy Them! This I COMMAND!" and pass a DARE! with at least 1 Success. The reserve models may then be placed within 3 inches of the Character and may Activate with the Character as a Group.	**20**
"THIS IS FOR THE U-S-OF-A!!!"	The Character may once per game, summon all of his strength into a single round of Dire Dueling. After Initiative is determined for the Duel, the Character must say, "THIS IS FOR THE U-S-OF-A!" and may make twice the normal number of attacks in the Duel for that round.	**15**
"You FOOLS!!"	The Character is prone to monologuing about their genius and the deficiencies of their enemies or their own minions! Whenever the Character solves a DARE! location, they must pass another DARE! test or become Pinned as they pontificate to everyone in earshot of their greatness.	**-10**
Berserker	The Character has a lust for melee combat. If the Character begins an Activation within Charge range of an enemy unit, it must pass a Moxie test or it will automatically Charge.	**10**
Blade Master	The Character is adept at using bladed weapons in Dire Duels and may add their current DARE! score to the weapon's AP when Wounding enemies.	**10**
Bow Master	The Character is a master with the bow and may add a +2 to the AP of the weapon score if they do not move in the same Activation when firing their bow.	**10**
Brawler	The Character is a master of close combat and may make a DARE! test before each round of Dire Dueling. For each Success rolled in the DARE! test, they gain an additional Dire Duel attack for that round.	**10**
Bulletproof	The Character has an unnatural ability to survive Wounding hits from any bullet based weapons. Whenever a bullet based weapon is used against the Character, subtract his Current DARE! score from the weapons AP score.	**20**
Chameleon	The Character has an unnatural ability to blend into their surroundings making them difficult to detect. At the beginning of their Activation the Character may choose to "cloak" by passing a successful DARE! test. While cloaked all Ranged attacks and Spotting attempts suffer a -3 Modifier and in order to engage in a Dire Duel a DARE! test must be passed.	**20**
Cold as Ice	The Character has seen it all and is immune to Fearful Presence and Femme Fatale.	**10**
Coward	The Character is a craven coward and cannot advance unless there is at 1 other friendly model in their Group.	**-10**
Demolition Specialist	This Character is trained in the use of Explosive Weapons and may be equipped with them.	**10**
Detective	The Character is a master of deduction and may reroll any failed DARE! location test.	**15**
Dull Witted	The Character is not the sharpest tool and when solving a DARE! location must reroll any successes.	**-15**
Elite	The Character is the best of the best and does not take a Moxie test until their Group is reduced to half the number of models that it started with in the game.	**15**
Fearful Presence	The Character has a fearful presence! Any Character wishing to Dire Duel the Character must first pass a MOXIE test modified by the Character's current DARE! score or become Pinned with fright.	**15**

SCHTICK	DESCRIPTION	PTS
Femme Fatale	The Character is a stunning vixen and any Character wishing to Charge her must pass DARE! test.	**10**
Gun Slinger	The Character is able to wield two pistols or smgs in shooting.	**20**
Guide	An expert at recon, and natural survivalist the Character is able to navigate any terrain without a movement penalty.	**5**
Gymnast	The Character is extremely agile and may cross any obstacle 9 inches high and/or 9 inches wide in their movement. This counts as a Run move for the turn.	**5**
Haymaker	The Character is able to land a heavy hit in Dire Duels. If a 1 is rolled for any of their Wounding hits, then the target is suffers 2 Wounds instead of 1.	**10**
Healing Trance	The Character is able to enter a healing trance, performing no other actions in their Activation and roll a DARE! test. Each success rolled restores a point of DARE! back to the character.	**25**
Heavy Weapons Specialist	This Character is trained in the use of Heavy Weapons and may be equipped with them.	**10**
Iron Arm	The Character is unnaturally strong and able to use his blows in melee as a deadly weapon. Unarmed the Character is able to add his current DARE! score to his DUEL score for the AP of his attack in Dire Duels. His IM for the attack is also his current DARE! score.	**20**
Iron Will	The Character has an incredible Will and may reroll any failed Moxie test.	**10**
Master of Disguise	The Character is adept at disguise and may choose to begin the game as another model that cannot be attacked until revealed. The Character cannot attack, but may move and solve DARE! locations while disguised. The Character may choose to reveal themselves at the beginning of their Activation so they can shoot and duel as normal. A Character can be revealed by the enemy if they are within Moxie range and pass a successful DARE! test.	**25**
Moves in Shadows	The Character is adept at staying in the shadows as they move, meaning they may sneak up to 6 inches and not trigger Snap Fire.	**15**
Mute	The Character is unable to speak and is unable to act as a Spotter for artillery or snipers and may not lend his Moxie to other Groups.	**-15**
Pet Companion	The Character has an animal companion, see page X for available animals. The animal will stay within MOXIE score range of the Character at all times. If the Character is charged, they may choose to have the animal fight in their stead in the Dire Duel, but will be Pinned regardless of the outcome at the end of the Dire Duel.	**X**
Psychic Link	The Character shares a psychic bond with another friendly model of their choice. The models are able share Line Of Sight and any Wounds received by one will be passed onto the other. The Characters also can only be Pinned or Routed, if they are Pinned or Routed in the same Activation.	**15**
Saboteur	The Character is a sabotage expert and may detonate 1 bomb per point of DARE! in a game. Each bomb can only be placed on a vehicle or structure, only one per target, and counts as an automatically penetrating hit, but on a random location. The bomb may be detonated at any point during saboteur's Activation. They may only detonate one bomb per Activation.	**25**
Sharp Shooter	If the Character does not move in their Activation, they gain a +1 to their GATS.	**10**
Survivalist	This Character is exceptionally hardy and has 1 extra point of DARE!.	**40**
Tactician	The Character is a master strategist and may reroll and Initiative test at the beginning of a turn.	**30**

SCHTICK	DESCRIPTION	PTS
Tough as Nails	The Character is unnaturally tough when reduced to a single wound they may attempt to save against any remaining wounding hits. A d10 is rolled against each wounding hit and on a 5 or under the hit is ignored.	**30**
Tracker	The Character is an expert tracker and gains a reroll against any failed Spotting tests. The Character may also declare a Charge against an enemy Character that they do not have Line of Site to.	**10**
Vehicle Specialist	This Character is trained to operate Vehicles and may reroll failed Vehicle Dare! Tests.	**10**
Vulnerable to Light	The Character is sensitive to direct sunlight reducing their Moxie by 50% when they are not in any form of cover.	**-20**
Weapon of Choice	The Character is highly skilled at one ranged weapon of choice adding a +1 to its Rate of Fire. This can only be for rifles, pistols, LMGs, SMGs, or even a HMG, but only for the specific weapon.	**10**
YO JOE! / COBRAHH!	The Character lets loose with a rallying yell, Yo Joe! COBRA!, uniting their forces. The Character must pass a DARE! check and then all friendly Pinned or Routed models within the Characters's Moxie range will be automatically Rallied.	**10**
You've not seen the last of Me!	The Character is a master of escape and when reduced to one point of DARE! may make a DARE! and if at least one Success is rolled, is removed from play for the game without becoming a casualty.	**15**

RANGED WEAPONS

Ranged Weapons Chart						
Type	**Range**	**ROF**	**AP**	**MM**	**Special**	**Pts.**
Pistol	10″	2	6	-	-	3
Large Caliber Pistol	10″	2	8	-	-	4
Rifle	30″	2	8	-	-	5
Sniper Rifle	48″	1	8	-2	+2 to Gats	20
Assault Rifle	20″	3	7			10
LMG	48″	4	8	-2	-	40
HMG	75″	5	8	-3	-	50
Grenade	10″S	1	Blast AP (1)	-1	Blast	3
SMG	15″	3	6	-1	-	7
Flamethrower	8″S	1	Blast AP 6	-3	Blast	50
Bow	10″	1	6	-		3
Ninja Stars, Throwing Knives etc.	8″S	1	6	-	Silent	1
Shotgun	15″	2	6	-	+2 to Gats	6
Rocket Launcher, Bazooka	28″	1	Blast AP (2)	-2	Blast, AP(2)	50
Grenade Launcher	24″	1	Blast AP (1)	-1	Blast AP (1)	15
Laser Rifle	60″	1	9	-2	-5 to Cover	30
Laser Pistol	20″	1	9	-2	-5 to Cover	15
Wrist Rockets	15″	3	Blast AP (1)	-1	Blast AP (1), One Shot	10
Microwave Pistol	10″	1	8	-4	-5 to Cover, ignores body armor	30
Explosive Arrows	-	1	Blast AP (1)		Blast AP (1)	5
Spent Uranium Arrow	-	1	7		-2 to Cover	10
Crossbow	30″	1	6		Silent	5
Rocket Pistol	30″	1	Blast AP (1)	-2	Blast AP (1)	15
Explosive Javelin	8″S	1	Blast AP (1)	-2	Blast AP (1), Small Satchel Charge	20
Bang Flash Grenades	10″S	1	-	-2		10

WEAPON PENETRATION VALUES

Explosives Chart: **Penetration:**

Type	Range	DM	1	2	3	4	5	6	7	8	9	10+
Small Satchel Charge	8″	-1	3	6	9	12	15	18	21	24	27	30
Large Satchel Charge	2″	+1	8	16	24	32	40	48	56	64	72	80

Weapon Penetration Chart

Type	DM	1	2	3	4	5	6	7	8	9	10
Any Pistol or SMG	-3	1	2	3	4	5	6	7	8	9	10
Any Rifle, LMG, or HMG	-3	1	3	4	5	7	8	9	10	12	13
Laser Rifle	-3	3	5	8	10	13	15	18	20	23	25
Rocket Launcher	+1	32	63	95	126	158	189	221	252	284	315

DIRE DUELING WEAPONDS

Hand to Hand Weapons

Type	IM	AP	Special	Pts.
Pistol	+3	6	"Pistol Whipped"-If a one is rolled to wound the two wounds are inflicted	3
Rifle	0	6		5
SMG	+2	6	"uhh....SMG Whipped!"- If a one is rolled to wound the two wounds are inflicted	7
Knife	+1	6		1
Machete	+2	6		4
Sword	+2	8	May force opponent to reroll 1 successful hit	5
Katana	+2	10	May force opponent to reroll 1 successful hit	10
Club	+0	6		1
Spear or other type weapon	+3	6		2
Axe	+1	6		1
Whip	+2	4	Disarm opponent on a roll of a '1' when attacking.	2
Chain	+2	6	Disarm opponent on a roll of a '1' when attacking.	3
Bare Fist	0	5		0
Brass Knuckles	+1	6		1
Chainsaw	+3	9	Confers a +1 to Assaulting Vehicles	20
Jaws of Life	-3	10	Confers a +2 to Assaulting Vehicles	15
Sledge Hammer	-1	8		3

ARISHIKAGI ABILITIES

The legends of the ninja are true and are manifested in the Arishikagi abilities. Characters who are either Companions or Leads may draw an Arishikagi card at the beginning of the turn right after Initiative is determined. All players share from the same deck if there are multiple ninjas. The Arishikagi card may be used during the Character's Activation or held. At the beginning of their next turn they may either draw another card or exchange any held cards for use. Only 1 Arishikagi card may be held at a time.

Arashikage Mind-Set **The Character is able to invoke a trance like state of focus. The Character must pass a DARE! test and if successful may perform a second round of Activations. Afterward the Character is Pinned automatically as they recover. The Character may only perform this once per game.**	**Cloak of the Chameleon** **The Character may mimic another Character by observing their manners and voice. The Character must choose a Character to mimic that is within their Line of Sight and within their Moxie range and pass a DARE! test while performing no other Actions. If successful, any enemy wishing to target the Character must first pass a DARE! test and score the same number of successes. The Cloak ends at the beginning of the Character's next Activation.**
The Ear that Sees **The Character can target enemies for Charges without Line of Sight as they are able to hear their heart beats. The Character is able to reroll any failed attempts to spot disguised or cloaked Characters.**	**The Sleeping Phoenix** **The Character can feign death to fool their enemies. After suffering a Wound and still have a point of DARE! remaining the Character can lay his model on their side and declare them dead. Leave the model on the table, it cannot be attacked or targeted until the Character chooses to awaken at the beginning of their Activation by passing a DARE! test.**
The Blind Sword **The Character is able to strike without sight and ignores any smoke modifiers.**	**The Way of the Anvil** **The Character is able to control their heart rate and breathing to fight off hypnosis, the Character is immune to hypnosis and Femme Fatales.**

GIJOE SUPPORTERS

The following are the Rank and File of the GIJoe Team.

INFANTRY TROOPER
CODENAME: Green Shirt Anti- Armor

CHARACTER TYPE		Supporter		TOTAL PTS		**108**	
GATS	5	FISTS	5	Moxie	7	DARE!	1
SCHTICKS		Heavy Weapon Specialist					
GEAR							
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Bazooka		24	1	-2	-2	Blast	50
Grenade		10	1	1	-1	Blast	3

INFANTRY TROOPER
CODENAME: Green Shirt

CHARACTER TYPE		Supporter		TOTAL PTS		**56**	
GATS	5	FISTS	5	Moxie	7	DARE!	1
SCHTICKS							
GEAR							
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle		20	3	7	0		10
Grenade		10	1	1	-1	Blast	3

SECURITY TROOPER
CODENAME: Steel Brigadier

CHARACTER TYPE		Supporter		TOTAL PTS		**95**	
GATS	5	FISTS	5	Moxie	8	DARE!	1
SCHTICKS		Elite, Iron Helm -1 AP					
GEAR							
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle		20	3	7	0		10
Grenade		10	1	1	-1	Blast	3

GIJOE SUPPORTERS

The following are the Rank and File of the GIJoe Team.

COMBAT DRONE
CODENAME: MG PAC RAT

CHARACTER TYPE		Robot Servant		TOTAL PTS		258	
GATS	6	FISTS	1	Moxie	10	DARE!	2
SCHTICKS							
GEAR		-4 AP Armor					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Gun Barrel		-3		6			0
GATS WEAPON	RNG	ROF	AP	MM		SPECIAL	PTS
4 x HMG	75	20	8	-3			200

COMBAT DRONE
CODENAME: FT PAC RAT

CHARACTER TYPE		Robot Servant		TOTAL PTS		212	
GATS	6	FISTS	1	Moxie	10	DARE!	2
SCHTICKS							
GEAR		-4 AP Armor					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Gun Barrel		-3		6			0
GATS WEAPON	RNG	ROF	AP	MM		SPECIAL	PTS
2x 20mm Gun	60	3	1	–4		AA:1, Blast	94
Flamethrower	8	1	6	-3		Blast	50

COMBAT DRONE
CODENAME: Rocket PAC RAT

CHARACTER TYPE		Robot Servant		TOTAL PTS		208	
GATS	6	FISTS	1	Moxie	10	DARE!	2
SCHTICKS							
GEAR		-4 AP Armor					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Gun Barrel		-3		6			0
GATS WEAPON	RNG	ROF	AP	MM		SPECIAL	PTS
4x 2 Stage Rockets	20 -75	4	5	-3		+3 DM, AA: 2	50

GIJOE COMPANIONS

The following are the Second in Commands of the GIJoe Team.

MEDIC
CODENAME: Lifeline

CHARACTER TYPE		Companion		TOTAL PTS		109	
GATS	5	FISTS	5	Moxie	9	DARE!	2
SCHTICKS		Yo Joe, Detective					
GEAR		Med Pack					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Pistol	16	3	6			3
Grenade	10	1	1	-1	Blast	3

TRACKER
CODENAME: Spirit

CHARACTER TYPE		Companion		TOTAL PTS		122	
GATS	5	FISTS	5	Moxie	7	DARE!	2
SCHTICKS		Guide, Tracker, Healing Trance					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Sniper Rifle	48	1	8	-2	+2 to Gats	20
Grenade	10	1	1	-1	Blast	3

SAILOR
CODENAME: Shipwreck

CHARACTER TYPE		Companion		TOTAL PTS		91	
GATS	5	FISTS	6	Moxie	8	DARE!	2
SCHTICKS		Yo Joe, Brawler, Pet Companion					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Pistol	16	3	6			3
Grenade	10	1	1	-1	Blast	3

GIJOE COMPANIONS

The following are the Second in Commands of the GIJoe Team.

S.W.A.T. SPECIALIST

CODENAME: Shockwave

CHARACTER TYPE		Companion		TOTAL PTS		**135**	
GATS	6	FISTS	6	Moxie	9	DARE!	2
SCHTICKS		Yo Joe, Iron Will, Detective					
GEAR		Flash Bang Grenade, Smoke Grenade, C-4					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
SMG	15	3	6	-1	-	7
Grenade	10	1	1	-1	Blast	3

SILENT WEAPONS

CODENAME: Quick Kick

CHARACTER TYPE		Companion		TOTAL PTS		**109**	
GATS	5	FISTS	7	Moxie	9	DARE!	2
SCHTICKS		Yo Joe, Brawler, Blade Master, Haymaker					
GEAR		Throwing Stars, Gas Grenades, Katana					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Katana	+2	10	May force opponent to reroll 1 successful hit	10

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Shuriken	8"S	1	6	0	silent	1
Grenade	10	1	1	-1	Blast	3

NINJA/INTELLIGENCE

CODENAME: Jinx

CHARACTER TYPE		Companion		TOTAL PTS		**210**	
GATS	5	FISTS	7	Moxie	9	DARE!	2
SCHTICKS		Arashikage Abilities, Yo Joe					
GEAR		Throwing Stars, Gas Grenades, Katana, Spear					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Katana	+2	10	May force opponent to reroll 1 successful hit	10

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Shuriken	8"S	1	6	0	silent	1
Grenade	10	1	1	-1	Blast	3

GIJOE COMPANIONS

The following are the Second in Commands of the GIJoe Team.

Wolverine Driver
CODENAME: Covergirl

CHARACTER TYPE		Companion		TOTAL PTS		70	
GATS	6	FISTS	5	Moxie	9	DARE!	2
SCHTICKS		Femme Fatale, Vehicle Specialist					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Pistol	16	3	6			3
Grenade	10	1	1	-1	Blast	3

LASER RIFLE TROOPER
CODENAME: Flash

CHARACTER TYPE		Companion		TOTAL PTS		129	
GATS	7	FISTS	5	Moxie	9	DARE!	2
SCHTICKS		Sharp Shooter					
GEAR		Bulletproof Vest -2 AP					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Laser Rifle	60	1	9	-2	-5 to Cover	30
Grenade	10	1	1	-1	Blast	3

MORTAR SOLDIER
CODENAME: Short Fuse

CHARACTER TYPE		Companion		TOTAL PTS		108	
GATS	5	FISTS	7	Moxie	9	DARE!	2
SCHTICKS		Heavy Weapons Specialist					
GEAR		Smoke rounds					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Mortar	30-60	1	B2	-2	Blast, AP (2)	50
Grenade	10	1	1	-1	Blast	3

GIJOE COMPANIONS

The following are the Second in Commands of the GIJoe Team.

HEAVY MACHINE GUNNER

CODENAME: Roadblock

CHARACTER TYPE		Companion		TOTAL PTS		138	
GATS	6	FISTS	6	Moxie	8	DARE!	2
SCHTICKS		Heavy Weapon Specialist, Yo Joe, Haymaker					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
HMG	75	5	8	-3		50
Grenade	10	1	1	-1	Blast	3

COVERT OPERATIONS

CODENAME: Lady Jaye

CHARACTER TYPE		Companion		TOTAL PTS		101	
GATS	6	FISTS	6	Moxie	10	DARE!	2
SCHTICKS		Yo Joe, Haymaker, Gymnast					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Javelin	+3	6		

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Explosive Javelin	8"S	1	B1	-2	Blast AP (1), Small Satchel	20

FLAMETHROWER SOLDIER

CODENAME: Blowtorch

CHARACTER TYPE		Companion		TOTAL PTS		44	
GATS	5	FISTS	5	Moxie	8	DARE!	2
SCHTICKS		Heavy Weapon Specialist					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Flamethrower	75	5	8	-3		50
Grenade	10	1	1	-1	Blast	3

GIJOE COMPANIONS

The following are the Second in Commands of the GIJoe Team.

E.O.D.
CODENAME: Tunnel Rat

CHARACTER TYPE		Companion		TOTAL PTS		89	
GATS	6	FISTS	6	Moxie	10	DARE!	2
SCHTICKS		Guide, Moves In Shadows					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
SMG	15	3	6	-1	-	7
Grenade	10	1	1	-1	Blast	3

BRIDGE LAYER
CODENAME: Tollbooth

CHARACTER TYPE		Companion		TOTAL PTS		71	
GATS	5	FISTS	6	Moxie	8	DARE!	2
SCHTICKS		Vehicle Specialist, Brawler					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Sledgehammer	-1	8		3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Pistol	16	3	6			3
Grenade	10	1	1	-1	Blast	3

MILITARY ESPIONAGE
CODENAME: Chuckles

CHARACTER TYPE		Companion		TOTAL PTS		91	
GATS	6	FISTS	6	Moxie	10	DARE!	2
SCHTICKS		Haymaker, Master of Disguise					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Pistol	16	3	6			3
Grenade	10	1	1	-1	Blast	3

GIJOE COMPANIONS

The following are the Second in Commands of the GIJoe Team.

NIGHT SPOTTER
CODENAME: Low-Light

CHARACTER TYPE		Companion		TOTAL PTS		107	
GATS	6	FISTS	5	Moxie	10	DARE!	2
SCHTICKS		Guide, Sharp Shooter					
GEAR		IR Goggles					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Sniper Rifle		48	1	8	-2	+2 TO GATS	20
Grenade		10	1	1	-1	Blast	3

DOG HANDLER K-9
CODENAME: MUTT

CHARACTER TYPE		Companion		TOTAL PTS		105	
GATS	5	FISTS	6	Moxie	8	DARE!	2
SCHTICKS		Animal Companion					
GEAR		Rottweiler, Junkyard					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
SMG		15	3	6	-1	-	7
Grenade		10	1	1	-1	Blast	3

FIGHTER PILOT
CODENAME: ACE

CHARACTER TYPE		Companion		TOTAL PTS		65	
GATS	5	FISTS	6	Moxie	8	DARE!	2
SCHTICKS		Cold As Ice					
GEAR		Gas Mask					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Pistol		16	3	6			3

GIJOE COMPANIONS

The following are the Second in Commands of the GIJoe Team.

JET PACK TROOPER

CODENAME: Starduster

CHARACTER TYPE		Companion		TOTAL PTS		129	
GATS	6	FISTS	5	Moxie	8	DARE!	2
SCHTICKS		Gymnast					
GEAR		Jump Pack					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Grenade Launcher	24	1	-1	-1	Blast AP (1)	15
Grenade	10	1	1	-1	Blast	3

Laser Artillery Soldier

CODENAME: Grandslam

CHARACTER TYPE		Companion		TOTAL PTS		164	
GATS	5	FISTS	6	Moxie	8	DARE!	2
SCHTICKS		Sharp Shooter					
GEAR		Bullet Proof Vest -2 AP, Jump Pack					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Laser Rifle	60	1	9	-2	-5 to Cover	30
Grenade	10	1	1	-1	Blast	3

HOSTILE ENVIRONMENT

CODENAME: AIRTIGHT

CHARACTER TYPE		Companion		TOTAL PTS		70	
GATS	5	FISTS	6	Moxie	8	DARE!	2
SCHTICKS		Cold As Ice					
GEAR		Gas Mask, Sniffer					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Pistol	16	3	6			3

GIJOE COMPANIONS

The following are the Second in Commands of the GIJoe Team.

VAMP DRIVER
CODENAME: Clutch

CHARACTER TYPE		Companion		TOTAL PTS		55	
GATS	6	FISTS	5	Moxie	8	DARE!	2
SCHTICKS		Vehicle Specialist					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Pistol	16	3	6			3
Grenade	10	1	1	-1	Blast	3

MISSILE SPECIALIST
CODENAME: Bazooka

CHARACTER TYPE		Companion		TOTAL PTS		114	
GATS	6	FISTS	5	Moxie	9	DARE!	2
SCHTICKS		Weapon of Choice +1 Gats to LAW					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Pistol	16	3	6			3
LAW	28	1	2	–2	Blast, AP 2	50

MOUNTAIN TROOPER
CODENAME: ALPINE

CHARACTER TYPE		Companion		TOTAL PTS		73	
GATS	6	FISTS	5	Moxie	8	DARE!	2
SCHTICKS		Guide					
GEAR		Rope, Climbing gear					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
SMG	15	3	6	-1	-	7
Grenade	10	1	1	-1	Blast	3

GIJOE COMPANIONS

The following are the Second in Commands of the GIJoe Team.

TANK COMMANDER

CODENAME: Steeler

CHARACTER TYPE		Companion		TOTAL PTS		60	
GATS	6	FISTS	5	Moxie	8	DARE!	2
SCHTICKS		Vehicle Specialist					
GEAR		IR Goggles					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
SMG		15	3	6	-1	-	7
Grenade		10	1	1	-1	Blast	3

BAZOOKA SOLDIER

CODENAME: Bazooka

CHARACTER TYPE		Companion		TOTAL PTS		134	
GATS	6	FISTS	5	Moxie	9	DARE!	2
SCHTICKS		Weapon of Choice +1 Gats to Bazooka, Demo Specialist					
GEAR		Thermite Bomb					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Bazooka		28	1	2	-2	Blast	50
LAW		28	1	2	–2	Blast, AP 2	50

MAULER COMMANDER

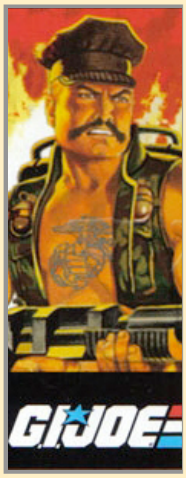
CODENAME: Heavy Metal

CHARACTER TYPE		Companion		TOTAL PTS		56	
GATS	6	FISTS	5	Moxie	8	DARE!	2
SCHTICKS		Vehicle Specialist, Iron Will					
GEAR							
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Pistol		16	3	6			3
Grenade		10	1	1	-1	Blast	3

GIJOE LEADS

The following are the Commanders of the GIJoe Team.

MARINE
CODENAME: Gung Ho



CHARACTER TYPE		Lead		TOTAL PTS		**110**	
GATS	5	FISTS	6	Moxie	9	DARE!	3
SCHTICKS		Haymaker, Brawler, Yo Joe, Heavy Weapon Specialist,					
GEAR		Smoke Grenades,					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Grenade Launcher	24	1	-1	-1	Blast AP (1)	15
Grenade	10	1	1	-1	Blast	3

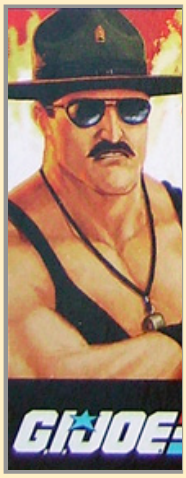
COMMANDO
CODENAME: SNAKE EYES

CHARACTER TYPE		Lead		TOTAL PTS		**310**	
GATS	8	FISTS	8	Moxie	11	DARE!	4
SCHTICKS		Arashikage Abilities, Mute, Tough as Nails					
GEAR		Satchel Charges, Smoke Grenades, C-4, Katana, Timber,					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Katana	+2	10	May force opponent to reroll 1 successful hit	10

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Grenade	10	1	1	-1	Blast	3
SMG	15	3	6	-1	-	7

DRILL INSTRUCTOR
CODENAME: Sgt. Slaughter



CHARACTER TYPE		Lead		TOTAL PTS		**113**	
GATS	5	FISTS	7	Moxie	10	DARE!	3
SCHTICKS		Yo Joe, This is for the USA!, Iron Arm, Brawler					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Pistol	16	3	6			3
Grenade	10	1	1	-1	Blast	3

GIJOE LEADS

The following are the Commanders of the GIJoe Team.

GI JOE COMMANDER
CODENAME: Hawk

CHARACTER TYPE		Lead		TOTAL PTS		124	
GATS	5	FISTS	5	Moxie	11	DARE!	3
SCHTICKS		Yo Joe, Iron Will, Detective, Tactician					
GEAR							
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Pistol		16	3	6			3
Grenade		10	1	1	-1	Blast	3

FIRST SERGEANT
CODENAME: Duke

CHARACTER TYPE		Lead		TOTAL PTS		135	
GATS	6	FISTS	6	Moxie	10	DARE!	4
SCHTICKS		Yo Joe, Iron Will, Tough as Nails					
GEAR		Smoke Grenades					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle		20	3	7	0		10
Grenade		10	1	1	-1	Blast	3

WARRANT OFFICER
CODENAME: Flint

CHARACTER TYPE		Lead		TOTAL PTS		91	
GATS	6	FISTS	6	Moxie	10	DARE!	3
SCHTICKS		Yo Joe, Sharp Shooter, Detective					
GEAR		Bang Flash Grenades, Smoke Grenades					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Shotgun		15	2	6	0	+2 to Gats	6
Grenade		10	1	1	-1	Blast	3

GIJOE LEADS

The following are the Commanders of the GIJoe Team.

RANGER
CODENAME: Stalker

CHARACTER TYPE		Lead		TOTAL PTS		115	
GATS	6	FISTS	6	Moxie	9	DARE!	3
SCHTICKS		Demolition Specialist, Guide, Yo Joe, Sharp Shooter					
GEAR		Flash Bang Grenade, Smoke Grenade, C-4					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
SMG		15	3	6	-1	-	7
Grenade		10	1	1	-1	Blast	3

RANGER
CODENAME: Beachhead

CHARACTER TYPE		Lead		TOTAL PTS		115	
GATS	6	FISTS	6	Moxie	9	DARE!	3
SCHTICKS		Demolition Specialist, Guide, Yo Joe, Sharp Shooter					
GEAR		Flash Bang Grenade, Smoke Grenade, C-4					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
SMG		15	3	6	-1	-	7
Grenade		10	1	1	-1	Blast	3

COUNTER INTELLIGENCE
CODENAME: Scarlett

CHARACTER TYPE		Lead		TOTAL PTS		118	
GATS	6	FISTS	6	Moxie	9	DARE!	3
SCHTICKS		Demolition Specialist, Guide, Yo Joe, Sharp Shooter					
GEAR		Flash Bang Grenade, Smoke Grenade, C-4, Explosive Arrow					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Crossbow		30	1	6		Silent	7
Grenade		10	1	1	-1	Blast	3

GIJOE LEADS

The following are the Commanders of the GIJoe Team.

HELICOPTER PILOT
CODENAME: Wild Bill

CHARACTER TYPE		Lead		TOTAL PTS		75	
GATS	7	FISTS	6	Moxie	9	DARE!	3
SCHTICKS		Vehicle Specialist, Yo Joe!					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Pistol	16	3	6			3
Grenade	10	1	1	-1	Blast	3

S.E.A.L.
CODENAME: Torpedo

CHARACTER TYPE		Lead		TOTAL PTS		95	
GATS	6	FISTS	6	Moxie	10	DARE!	3
SCHTICKS		Demolition Specialist, Yo Joe					
GEAR		Scuba gear					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle	20	3	7	0		10
Grenade	10	1	1	-1	Blast	3

HOVERCRAFT PILOT
CODENAME: CUTTER

CHARACTER TYPE		Lead		TOTAL PTS		73	
GATS	5	FISTS	6	Moxie	9	DARE!	3
SCHTICKS		Vehicle Specialist, Yo Joe!					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Pistol	16	3	6			3
Grenade	10	1	1	-1	Blast	3

GIJOE LEADS

The following are the Commanders of the GIJoe Team.

HELICOPTER ASSAULT TROOPER
CODENAME: Airborne

CHARACTER TYPE		Lead		TOTAL PTS		85	
GATS	6	FISTS	6	Moxie	8	DARE!	3
SCHTICKS		Sharp Shooter, Yo Joe!					
GEAR							
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON	RNG	ROF	AP	MM		SPECIAL	PTS
AR Rifle	20	3	7	0			10
Grenade	10	1	1	-1		Blast	3

DEEP SEA DIVER
CODENAME: Deep Six

CHARACTER TYPE		Lead		TOTAL PTS		105	
GATS	6	FISTS	6	Moxie	8	DARE!	3
SCHTICKS		Vehicle Specialist, Yo Joe!					
GEAR		Gas Mask, Diving Suit -2 AP					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON	RNG	ROF	AP	MM		SPECIAL	PTS
AR Rifle	20	3	7	0			10
Grenade	10	1	1	-1		Blast	3

GREEN BERET
CODENAME: FALCON

CHARACTER TYPE		Lead		TOTAL PTS		91	
GATS	6	FISTS	7	Moxie	10	DARE!	3
SCHTICKS		Yo Joe!, Haymaker					
GEAR		LAW					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON	RNG	ROF	AP	MM		SPECIAL	PTS
Shotgun	15	2	6	0		+2 to GATs	6
Grenade	10	1	1	-1		Blast	3

GIJOE LEADS

The following are the Commanders of the GIJoe Team.

TIGER FORCE DEMOLITIONS
CODENAME: Wreckage

CHARACTER TYPE		Lead		TOTAL PTS		**139**	
GATS	6	FISTS	6	Moxie	10	DARE!	3
SCHTICKS		Demolition Specialist, Saboteur					
GEAR		Satchel Charges, Smoke Grenades, C-4, Silencer, Thermite					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Pistol	10	2	6			3
SMG	15	3	6	-1	-	7

TOMAHAWK PILOT
CODENAME: Lift Ticket

CHARACTER TYPE		Lead		TOTAL PTS		**75**	
GATS	7	FISTS	6	Moxie	9	DARE!	3
SCHTICKS		Vehicle Specialist, Yo Joe!					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Pistol	16	3	6			3
Grenade	10	1	1	-1	Blast	3

COVERT OPERATIONS
CODENAME: Helix

CHARACTER TYPE		Lead		TOTAL PTS		**210**	
GATS	5	FISTS	7	Moxie	9	DARE!	3
SCHTICKS		Brawler, Yo Joe					
GEAR		Gas Grenades, Katana					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Katana	+2	10	May force opponent to reroll 1 successful hit	10

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle	20	3	7	0		10
Grenade	10	1	1	-1	Blast	3

GI JOE VEHICLES AND SUPPORT

ARMADILLO TANKS are used by the G.I. JOE team as assault vehicles in close-quarters areas like cities. They are built for speed and maneuverability, when brawn and power are less important than flexible, fast-strike capability. Twin cluster cannons are mounted on a central turret, and the specialized tracks can advance over any surface. The G.I. JOE team first deployed the tanks during the battle at the Arbco Bros. Circus, one of the fronts for the nefarious activities of the CRIMSON GUARD.

ARMADILLO								Points	60
Light, Open Topped Attack Vehicle									DM: +1
Speed		Location	D10	Front	D10	Side	D10		Rear
Slow	9	Tracks	1-2	20 AV	1-3	20 AV	1-2		20 AV
Medium	18	Lower Hull	3-6	20 AV	4-6	18 AV	3-6		17 AV
Fast	27	Upper Hull	7	23 AV	7	18 AV	7		17 AV
		Turret	8-9	25 AV	8-10	22 AV	8-10		22 AV
		Mantle	10	33 AV			TOP		15 AV
Crew									
Commander/Gunner		Weapon	Location	Range	ROF	AP	MM	DM	Special
2 Passengers		4x 60mm	Turret	60	1	-2	-2	0	Blast
Features		Main Gun Penetration							

Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
Radio	60mm	12	24	36	48	60	72	84	96	108	120

GI JOE VEHICLES AND SUPPORT

These lightning-fast, rapid-fire motorcycles have Gatling guns mounted on their sidecars for ground attacks that are swift and serious. A turbo-charged engine gives them their incredible speed, and they have ultra-quick response time, so it takes a highly experienced and really daring driver to operate them at top speed in the middle of a chaotic battle. SGT. ROCK 'N ROLL used a RAM CYCLE to attack COBRA Island to rescue kidnapped scientist Dr. Burkhart, and they are often deployed to defend G.I. JOE base perimeters.

RAM							**Points**	**60**
Light, Small, Soft Skinned, Motorcycle, Open Topped Transport								**DM: +3**
Speed		**Location**	**D10**	**Front**	**D10**	**Side**	**D10**	**Rear**
Slow	12"	Tire	1-2	9 AV	1-3	9 AV	1-2	9 AV
Medium	24"	Lower Hull	3-6	6 AV	4-6	6 AV	3-6	6 AV
Fast	36"	Upper Hull	7-10	5 AV	7-10	5 AV	7-10	5 AV
Hull Crew		*Transport: Up to 2 total passengers who operate as crew. Provides Soft Cover for Crew. Note: this vehicle may not perform Overrun attacks at any time. Atypical movement scale.						
	*All							

Weapon	Location	Range	ROF	AP	MM	DM	Special
20mm Gatling	fixed	60	3	12	-4	-2	

Main Gun Penetration										
D10	<2	2	3	4	5	6	7	8	9	10+
20mm	4	8	12	16	20	24	28	32	36	40

GI JOE VEHICLES AND SUPPORT

The VAMP [Multi-Purpose Attack Vehicle], are the GI JOE team's rugged, all-purpose ground vehicles. They can be outfitted for battle with a rear mounted weapon and tow artillery. Tough and hard working, VAMP vehicles can roar into battle with guns blazing or protective escort for valuable cargo.

V.A.M.P.								Points	60
Light Attack Vehicle									DM: +3
Speed		Location	D10	Front	D10	Side	D10	Rear	
Slow	11	Tire	1-2	9 AV	1-3	9 AV	1-2	9 AV	
Medium	22	Lower Hull	3-6	9 AV	4-6	9 AV	3-6	9 AV	
Fast	44	Upper Hull	7-10	5 AV	7-10	5 AV	7-10	5 AV	
Crew									
Commander/Gunner		Weapon	Location	Range	ROF	AP	MM	DM	Special
Driver		2x 50 Cal	Pintle	75	8	10	-5	-3	AA (.50)
		LMG	Hull	48	5	8	-2	-3	
Features		Main Gun Penetration							

Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
Radio	0.50	3	5	8	10	13	15	18	20	23	25

GI JOE VEHICLES AND SUPPORT

The A.W.E. Striker (All-Weather Environment). It featured a removable engine, a 10-round 70mm launcher for projectiles, off-road tires and springing 4WD suspension. Based on the Chenowth M1040/41 Fast Attack Vehicle first produced in 1982 but not in service until 1991.

A.W.E. Striker								Points	85
Light Open Topped Attack Vehicle									DM: +4
Speed		Location	D10	Front	D10	Side	D10		Rear
Slow	11	Tire	1-2	9 AV	1-3	9 AV	1-2		9 AV
Medium	22	Lower Hull	3-6	9 AV	4-6	9 AV	3-6		9 AV
Fast	44	Upper Hull	7-10	5 AV	7-10	5 AV	7-10		5 AV
Crew									
Commander/Gunner		Weapon	Location	Range	ROF	AP	MM	DM	Special
Driver		70mm Cannon	Pintle	48	1	2	-2	0	Blast
		LMG	Hull	48	5	8	-2	-3	
Features		Main Gun Penetration							

Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
Radio	70mm	35	70	105	140	175	210	245	280	315	350

GI JOE VEHICLES AND SUPPORT

Based on the M50 'Ontos' Tank Destroyer, the Wolverine is a medium scale missile tank designed to engage ground targets.

WOLVERINE								Points	515
Light Small Tank								Abundant	DM: +2
Speed		Location	D10	Front	D10	Side	D10	Rear	
Slow	5	Tire	1-2	15 AV	1-3	15 AV	1-2	15 AV	
Medium	10	Lower Hull	3-6	20 AV	4-6	15 AV	3-6	13 AV	
Fast	19	Upper Hull	7-10	26 AV	7-10	20 AV	7-10	16 AV	
Crew									
Commander/Gunner		Weapon	Location	Range	ROF	AP	MM	DM	Special
		G to G Missile	Rocket	24+	12	4	-3	+2	Indirect, Blast
Features		Main Gun Penetration							

Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
Radio	G to G Missile	66	132	198	264	330	396	462	528	594	660

GI JOE VEHICLES AND SUPPORT

A swiveling, fold out bridge mounted on a tank with 105mm "RAP" Cannons.

TOSS 'N CROSS								Points	357
Medium Bridge Layer Tank								Abundant	DM: +2
Speed		Location	D10	Front	D10	Side	D10	Rear	
Slow	5	Tire	1-2	15 AV	1-3	15 AV	1-2	15 AV	
Medium	10	Lower Hull	3-6	20 AV	4-6	15 AV	3-6	13 AV	
Fast	19	Upper Hull	7-10	26 AV	7-10	20 AV	7-10	16 AV	
Crew									
Commander/Gunner		Weapon	Location	Range	ROF	AP	MM	DM	Special
Driver		2 x 105mm Cannon	Pintle	48	2	4	-3	+2	R, Blast
Features		Main Gun Penetration							

Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
Radio	105mm	8	16	24	32	40	48	56	64	72	80

Notes: It takes a full Activation with no movement or fire for a bridge to be deployed or removed.

GI JOE VEHICLES AND SUPPORT

The G.I. JOE team's unrelenting battle tanks roll over the toughest terrain. The tanks have a main turret that rotate 360 degrees, so it doesn't matter from which direction enemy vehicles come – these tanks will find them and fire on them. With the infrared night scope, the enemy cannot hide in the darkness or the shadows. The tanks have super-traction treads for climbing over rough ground with ease, and triple-thick armor plating that can withstand heavy firepower.

MOBAT								**POINTS**	**730**
Light Tank									**DM: +1**
Speed		**Location**	**D10**	**Front**	**D10**	**Side**	**D10**		**Rear**
Slow	7″	Track	1-2	20 AV	1-3	20 AV	1-2		20 AV
Medium	14″	Lower Hull	3-6	18 AV	4-6	15 AV	3-6		15 AV
Fast	28″	Upper Hull	7	22 AV	7	18 AV	7		18 AV
Turret Crew		Turret	8-9	88 AV	8-10	45 AV	32 AV		40 AV
Commander		Mantle	10	99 AV	-	-	**TOP**		20 AV
Gunner									
Loader		**Weapon**	**Location**	**Range**	**ROF**	**AP**	**MM**	**DM**	**Special**
Hull Crew		140mm	Main Gun	60″	1	(6)	-4	+4	Blast, "R"
Driver		7.62mm	Co-axial	48″	4	8	-2	-3	+1 Acq/Fire
-		M2 .50	Pintle	75″	4	10	-5	-3	AA: (.50)
Features: Advanced Sights, Radio, Smoke Dischargers									

D10	**<2**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10+**
140mm	41	82	122	163	204	245	286	326	367	408

The Mauler is based on the real-world U.S Army HSTV(L) prototype: High Survivability Test Vehicle - Light tank.

Mauler M.B.T. Tank [Manned Battle Tank]								**POINTS**	**710**
Light Tank									**DM: +1**
Speed		**Location**	**D10**	**Front**	**D10**	**Side**	**D10**	**Rear**	
Slow	8″	Track	1-2	20 AV	1-3	20 AV	1-2	20 AV	
Medium	16″	Lower Hull	3-6	18 AV	4-6	15 AV	3-6	15 AV	
Fast	32″	Upper Hull	7	22 AV	7	18 AV	7	18 AV	
Turret Crew		Turret	8-9	88 AV	8-10	45 AV	32 AV	40 AV	
Commander/Gunner		Mantle	10	99 AV	-	-	**TOP**	20 AV	
		Weapon	**Location**	**Range**	**ROF**	**AP**	**MM**	**DM**	**Special**
Hull Crew		MXZ 125MM	Main Gun	60″	1	(6)	-4	+4	Blast, "R"
Driver		7.62mm	Co-axial	48″	4	8	-2	-3	+1 Acq/Fire
Features: Advanced Sights, Radio, Smoke Dischargers									

D10	**<2**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10+**
125mm	41	82	122	163	204	245	286	326	367	408

GI JOE VEHICLES AND SUPPORT

An extraordinary addition to the GI Joe arsenal, the Patriot is a formidable fightining machine for the modern battlefield. Boasting great speed and agility eveb compared to the JOE's Mauler and Mobat, this beast of a weapon also incorporates the latest in digital technology to complement its lethal array of firepower. The Patriot is the first MBT to boast an automatic main gun, allowing it to fire up to 30 HE rounds a minute.

Patriot Grizzly M.B.T. Tank								**POINTS**	**1544**
Light Tank									**DM: –1**
Speed		**Location**	**D10**	**Front**	**D10**	**Side**	**D10**		**Rear**
Slow	5″	Track	1-2	35 AV	1-3	35 AV	1-2		35 AV
Medium	10″	Lower Hull	3-6	210 AV	4-6	55 AV	3-6		25 AV
Fast	19″	Upper Hull	7	185 AV	7	74 AV	7		50 AV
Turret Crew		Turret	8-9	295 AV	8-10	125 AV	32 AV		65 AV
Commander/Gunner		Mantle	10	290 AV	-	-	**TOP**		38 AV
Loader									
		Weapon	**Location**	**Range**	**ROF**	**AP**	**MM**	**DM**	**Special**
Hull Crew		152mm	Main Gun	60″	1	(6)	-4	+4	Blast, "R"
Driver		7.62mm	Co-axial	48″	4	8	-2	-3	+1 Acq/Fire
		Shillelagh	ATGM	200	1	-6	-4	+4	Min 36AA .50
		2x .50 Cal	Turret	75″	4	10	-5	-3	-1 Cover,
		Minigun	Hull	60″	12	12	-10	-2	
Features: Advanced Sights, Radio, Smoke Dischargers, –1 to Close Assaults									

D10	**<2**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10+**
152mm	41	82	122	163	204	245	286	326	367	408
Shil R	55	110	165	220	275	330	385	440	495	550
Minigun	4	8	12	16	20	24	28	32	36	40

GI JOE VEHICLES AND SUPPORT

A carrier for 28 members of the Joe Team that travels on land or water with 6 free rolling wheels and a 50mm cannon.

AMPHIBIOUS PERSONNEL CARRIER A.P.C.								POINTS	90
Amphibious Open Topped Armored Personnel Carrier						Abundant			DM: +2
Speed		Location	D10	Front	D10	Side	D10	Rear	
Slow	6	Tire	1-2	20 AV	1-3	20 AV	1-2	20 AV	
Medium	12	Lower Hull	3-6	20 AV	4-6	18 AV	3-6	17 AV	
Fast	25	Upper Hull	7	23 AV	7	18 AV	7	17 AV	
Water	6	Turret	8-9	20 AV	8-9	20 AV	8-9	14 AV	
Passengers	28	Mantle	10	19 AV	10	19 AV	10	10 AV	
Crew 2									
Commander/Gunner		Weapon	Location	Range	ROF	AP	MM	DM	Special
Driver		50mm AC	Pintle	48	2	1	-1	-1	Blast
Features		Main Gun Penetration							

Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
Radio	50mm	12	24	36	48	60	72	84	96	108	120

GI JOE VEHICLES AND SUPPORT

The Killer W.H.A.L.E. (Warrior: Hovering Assault Launching Envoy) is the Joe's multipurpose hovercraft for amphibious operations. With a hull plated with nylon micromesh/titanium-alloy armor, it is deployed by G.I. Joe in offshore, over the beach (OTB), and inshore (e.g. rivers, marshland, and swamps) engagements.

KILLER W.H.A.L.E – Warrior: Hovering Assault Launching Envoy							**POINTS**	**850**
Hovercraft								**DM: –3**
Water Speed	**Location**	**D10**	**Front**	**D10**	**Side**	**D10**		**Rear**
7	Hull	1-8	15 AV	1-9	15 AV	1-6		15 AV
Crew	Helm	9-10	15 AV	10	15 AV	4-10		15 AV
4 Sailors								
(2 minimum)	**Weapon***	**Location**	**Range**	**ROF**	**AP**	**MM**	**DM**	**Special**
Features	2x 105mm	Fixed	60"	1	9 (1)	-1	-2	AA: .50
	2x 50 cal turret	Pintle	60"	8	9	-3	-3	AA: .25
	8x SAM	Rocket	24+	4	4	-3	+2	Indirect

Basic Sights	**D10**	**<2**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10+**
Radio	105mm	8	16	24	32	40	48	56	64	72	80
	SAM	10	20	30	40	50	60"	70	80	90	100
-	Transport: 4 internal passengers, 2 additional in shotgun position,										

LAND SPEED	SLOW	7	MED	14	FAST	21

GI JOE VEHICLES AND SUPPORT

The G.I. Joe Devilfish is a riverine and patrol boat designed for fast attack. The Joe's choice sea vehicle for super charged attacks on Cobra!

Devil Fish							**POINTS**	**275**
Riverine and Patrol Boat								**DM: +3**
Water Speed	**Location**	**D10**	**Front**	**D10**	**Side**	**D10**		**Rear**
10	Hull	1-8	12 AV	1-9	12 AV	1-6		12 AV
Crew	Helm	9-10	12 AV	10	11 AV	4-10		10 AV
1 Sailor								

	Weapon*	**Location**	**Range**	**ROF**	**AP**	**MM**	**DM**	**Special**
	2x 20mm Cannons	Pintle	48"	2	1	-1	-2	AA: 1.0
	4x Sea Phoenix Missiles	Rocket	24+	4	4	-3	+2	Indirect
	2 x MK 78 Torpedos	Hull	20"+	1	1	-4	+2	Torpedo

Basic Sights	**D10**	**<2**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10+**
	Sea Phoenix	10	20	30	40	50	60"	70	80	90	100
	MK 78	76	151	227	302	378	454	529	605	680	756
-	Transport: 2 Passengers										

GI JOE VEHICLES AND SUPPORT

The Marine Assault Nautical Transport (Air driven) M.A.N.T.A. is a small, sail-powered craft used by G.I. Joe.

M.A.N.T.A.								**POINTS**	**65**
MARINE ASSAULT NAUTICAL TRANSPORT: AIR DRIVEN									**DM: +4**
Water Speed	**Location**	**D10**	**Front**	**D10**	**Side**	**D10**	**Rear**		
7	Hull	1-8	5 AV	1-9	5 AV	1-6	5 AV		
Crew	Helm	9-10	3 AV	10	3 AV	4-10	3 AV		
1 Sailor									
	Weapon*	**Location**	**Range**	**ROF**	**AP**	**MM**	**DM**	**Special**	
	30 cal LMG	Pintle	48"	3 AV	8	-2	0		
	Missile	Rocket	24+	1	2	-3	+2	Indirect	

Basic Sights	**D10**	**<2**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10+**
	Sea Phoenix	10	20	30	40	50	60"	70	80	90	100
-	Transport: 1 Passenger										

GI JOE VEHICLES AND SUPPORT

The G.I. Joe SHARC is the most advanced single-man attack submersible in the world. The Joes, always on the forefront of developing technology, have continually upgraded the SHARC with the latest in communications and weaponry. While the G.I. Joe Skystriker is the master of the air, the SHARC is the master of the deep. With its ability to move from water to air and back again, the SHARC is an amazing feat of technology. Even so, it is commonly advised against engaging enemy aircraft in dogfighting, as the SHARC is not nearly as maneuverable in the air as in the water and can make for an easy target.

SHARC SUBMERSIBLE HIGH-SPEED ATTACK RECON CRAFT	POINTS	657	S	F	D
VTOL Craft	Speed: Slow 19", Fast 76"	Force Down: 3	AA Modifier: +1		

Payload	.30 LMGs are Door Gunners.							
2x 30mm Tidal Wave Cannons	**Weapon**	**Type**	**Range**	**ROF**	**AP**	**MM**	**DM**	**Special**
1x Acoustic Homing Torpedo	30mm Cannon	Cannon	80"	2	1	-4	-2	Blast
-	Torpedo	T	300	1	4	-2	+2	R

Features: 1 Crew, Transports: 2 Infantry

Weapon Penetration

D10	<2	2	3	4	5	6	7	8	9	10+
Torpedo	66	132	198	264	330	396	462	528	594	660
30mm	8	17	25	34	42	50	59	67	76	84

Notes:Water Speed is 8 inches

GI JOE VEHICLES AND SUPPORT

The G.I. Joe Skyhawk is an inexpensive, low maintenance, and small VTOL craft. An easy replacement for larger, more high-ticket aircraft, the Skyhawk is an amazing piece of aerodynamic engineering. Bearing more than a passing resemblance to an insect, the Skyhwak can be quite a plague for enemy forces. While unable to engage most other aircraft due to it's low speed and light armor, the Skyhawk is a buzzing nightmare for ground troops, who are hard -pressed to find the highly-maneuverable craft in their targeting reticles before it's too late.

SKYHAWK				POINTS	520		S	F	D
VTOL Craft		Speed: Slow 26", Fast 103"			Force Down: 4		AA Modifier: +1		
Payload	.30 LMGs are Door Gunners.								
4x MG151 20mm	Weapon	Type	Range	ROF	AP	MM	DM	Special	
2 x Med Rockets	2x 20mm	HMG	60"	3	12 (1)	-3	-2	Top	
-	SPAT Missiles	R	48"	2	2	-2	0	Blast	
Features: 1 Crew, Transports: 2 Infantry									
Weapon Penetration									

D10	<2	2	3	4	5	6	7	8	9	10+
20mm	4	8	12	16	20	24	30	34	36	40

Notes:Water Speed is 8 inches

GI JOE VEHICLES AND SUPPORT

If there is one helicopter in the G.I. Joe arsenal that proves a classic will always work, it has to be the Dragonfly. With a body and design based on the United States Marine Corps' AH-1T SeaCobra but with customizations special to the Joe Team, the Dragonfly is tough enough to fly through almost any weather condition and operate in brightest day and even in darkest of nights.

DRAGONFLY XH-1		POINTS	840	S	F	D
ATTACK HELICOPTER	Speed: Slow 33", Fast 132"		Force Down: 4	AA Modifier: +1		

Payload	.30 LMGs are Door Gunners.							
Chin: 1 x 25mm Vulcan	**Weapon**	**Type**	**Range**	**ROF**	**AP**	**MM**	**DM**	**Special**
Chin: 1 x M34 GRL	25mm Vulcan	AT	48	4	12 (1)	-6	-2	Top
Pylon: 6x Sidewinder Rockets	M34 GRL	GRL	30	2	1	-3	-1	Blast
Pylon: 160mm LGG	Sidewinder Rockets	R	48	ANY	2	-1	0	Blast
	160mm	Cannon	60	1	4	-3	+2	Blast, R

Features: 1 Crew, Transports: 2 Infantry

Weapon Penetration

D10	<2	2	3	4	5	6	7	8	9	10+
25mm	4	8	12	16	20	24	30	34	36	40
160mm	35	69	104	138	173	207	242	276	311	345

GI JOE VEHICLES AND SUPPORT

The Tomahawk is an all weather air/sea rescue craft, an assault team of 10 can make use of the rear-loading ramp or side doors. The main winch has a capacity of 2.5 tons.

CH-42 TOMAHAWK	POINTS	980	S	S	F	D
TRANSPORT HELICOPTER	Speed: Slow 27", Fast 108"	Force Down: 4	AA Modifier: +1			

Payload	.30 LMGs are Door Gunners.							
Chin: XM-197 20mm Gun	**Weapon**	**Type**	**Range**	**ROF**	**AP**	**MM**	**DM**	**Special**
Chin: 1 x M34 GRL	20mm XM-197 Gun	AT	48	4	12 (1)	-6	-2	Top
Pylon: 6x 250lb GP Demolition Bombs	2x Crew served 50 cals	HMG	60	4	10	-3	–3	Top
Pylon: 2x Air to Air radio controlled missiles	2x Air to Air RC Missiles	R	48	ANY	2	-1	0	Blast

Features: 2 Crew, Transports: 10 Infantry

Weapon Penetration

D10	<2	2	3	4	5	6	7	8	9	10+
20mm	4	8	12	16	20	24	30	34	36	40
50 cal	3	5	8	10	13	15	18	20	23	25

GI JOE VEHICLES AND SUPPORT

A twin-barreled weapon with a command seat behind 1 inch thick carbon-graphite armor plating.

WHIRLWIND										Points	89
Assigned Crew Size: 1										(Minimum Crew needed to operate: 1)	
	Gunner	1 rifle									
		Weapon	Type	Range	ROF	AP	MM	DM	Special		
		2x 20mmm FlaK	AA	60″	12	12(1)	-10	-2	AA: 3		
Features		Main Gun Penetration									

Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
-	20mm	4	8	12	16	20	24	28	32	36	40

The H.A.L. (Heavy Artillery Laser) cannon is a mobile-ready weapons platform. One blast from the H.A.L. can obliterate a tank. Despite that immense power, it is designed to be light enough to be easily towed by even a V.A.M.P.

The H.A.L. features twin laser cannons. Normally, lasers would cause the turrets to become too hot that would render them inoperable. Advanced heat dampeners allow the H.A.L. to be operable for several firings. The laser cannons are usable for 30-hour cycles. A state-of-the-art computer system and synchronizers enable it to make every shot count.

H.A.L. HEAVY ARTILLERY LASER										Points	274
Assigned Crew Size: 1										(Minimum Crew needed to operate: 1)	
	Commander	1 rifle									
		Weapon	Type	Range	ROF	AP	MM	DM	Special		
		Heavy Laser	AA	Unlimited	1	6	-5	+4	-5 to Cover		
Features		Main Gun Penetration									

Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
+3 Base to Acquire	Heavy Laser	23	46	69	92	115	138	161	184	207	230

COBRA SUPPORTERS

The following are the Rank and File of the Cobra forces.

COBRA RPG GUNNER
CODENAME: The Enemy

CHARACTER TYPE		Supporter		TOTAL PTS		103	
GATS	5	FISTS	4	Moxie	6	DARE!	1
SCHTICKS		Heavy Weapon Specialist					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
RPG	24	1	-2	-2	Blast	50
Grenade	10	1	1	-1	Blast	3

COBRA RIFLEMAN
CODENAME: The Enemy

CHARACTER TYPE		Supporter		TOTAL PTS		56	
GATS	5	FISTS	4	Moxie	6	DARE!	1
SCHTICKS							
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle	20	3	7	0		10
Grenade	10	1	1	-1	Blast	3

COBRA OFFICER
CODENAME: The Enemy

CHARACTER TYPE		Supporter		TOTAL PTS		67	
GATS	5	FISTS	4	Moxie	8	DARE!	1
SCHTICKS		COBRAAAAAHHHH!					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle	20	3	7	0		10
Grenade	10	1	1	-1	Blast	3

COBRA SUPPORTERS

The following are the Rank and File of the Cobra forces.

COBRA RIFLEMAN
CODENAME: Vipers

CHARACTER TYPE		Supporter		TOTAL PTS		104	
GATS	5	FISTS	5	Moxie	8	DARE!	1
SCHTICKS		Elite					
GEAR		Bullet Proof Vest					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle wl GRL		20	3	7	0		10
Grenade		10	1	1	-1	Blast	3

COBRA AIR TROOPER
CODENAME: The Enemy

CHARACTER TYPE		Supporter		TOTAL PTS		79	
GATS	5	FISTS	5	Moxie	6	DARE!	1
SCHTICKS							
GEAR		Jump Pack					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle		20	3	7	0		10
Grenade		10	1	1	-1	Blast	3

COBRA AIR TROOPER OFFICER
CODENAME: The Enemy

CHARACTER TYPE		Supporter		TOTAL PTS		90	
GATS	5	FISTS	5	Moxie	8	DARE!	1
SCHTICKS		COBRAAAAAHHHH!					
GEAR		Jump Pack					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle		20	3	7	0		10
Grenade		10	1	1	-1	Blast	3

COBRA SUPPORTERS

The following are the Rank and File of the Cobra forces.

COBRA HEAVY MACHINE GUNNER
CODENAME: SAW Vipers

CHARACTER TYPE		Supporter		TOTAL PTS		117	
GATS	6	FISTS	5	Moxie	9	DARE!	1
SCHTICKS		Elite					
GEAR		IR Goggles, Flak Vest					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
SAW LMG		48	4	8	-2		40
Grenade		10	1	1	-1	Blast	3

COBRA STINGER PILOT
CODENAME: The Enemy

CHARACTER TYPE		Supporter		TOTAL PTS		66	
GATS	5	FISTS	5	Moxie	6	DARE!	1
SCHTICKS		Vehicle Specialist					
GEAR							
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle		20	3	7	0		10
Grenade		10	1	1	-1	Blast	3

COBRA NINJA VIPER
CODENAME: The Enemy

CHARACTER TYPE		Supporter		TOTAL PTS		107	
GATS	5	FISTS	6	Moxie	8	DARE!	1
SCHTICKS		Elite, Blade Master, Moves in Shadows					
GEAR		Explosive arrows, smoke grenades, throwing stars					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Sword		+2		8		May force opponent to reroll 1 successful hit	5
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Bow		10	1	6	0		3
Grenade		10	1	1	-1	Blast	3

COBRA SUPPORTERS

The following are the Rank and File of the Cobra forces.

COBRA ELITE TROOPER
CODENAME: CRIMSON GUARD

CHARACTER TYPE		Supporter		TOTAL PTS		66	
GATS	5	FISTS	5	Moxie	8	DARE!	1
SCHTICKS		Elite					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle	20	3	7	0		10
Grenade	10	1	1	-1	Blast	3

RED NINJA
CODENAME: The Enemy

CHARACTER TYPE		Supporter		TOTAL PTS		107	
GATS	5	FISTS	6	Moxie	8	DARE!	1
SCHTICKS		Elite, Blade Master, Moves in Shadows					
GEAR		Explosive arrows, smoke grenades, throwing stars					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Sword	+2	8	May force opponent to reroll 1 successful hit	5

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Bow	10	1	6	0		3
Grenade	10	1	1	-1	Blast	3

RED NINJA LEADER
CODENAME: The Enemy

CHARACTER TYPE		Supporter		TOTAL PTS		122	
GATS	6	FISTS	7	Moxie	9	DARE!	1
SCHTICKS		Elite, Blade Master, Moves in Shadows					
GEAR		Explosive arrows, smoke grenades, throwing stars					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Katana	+2	10	May force opponent to reroll 1 successful hit	10

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Bow	10	1	6	0		3
Grenade	10	1	1	-1	Blast	3

COBRA SUPPORTERS

The following are the Rank and File of the Cobra forces.

COBRA ANDROID TROOPER
CODENAME: COBRA B.A.T.

CHARACTER TYPE		Robot Servant		TOTAL PTS		141	
GATS	5	FISTS	5	Moxie	10	DARE!	2
SCHTICKS							
GEAR		-4 AP Armor					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Claw	-1	8		0

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Flamethrower	8 S	1	6	-3	Blast	50
Grenade	10	1	1	-1	Blast	3

COBRA ANDROID TROOPER
CODENAME: COBRA B.A.T.

CHARACTER TYPE		Robot Servant		TOTAL PTS		128	
GATS	5	FISTS	5	Moxie	10	DARE!	2
SCHTICKS							
GEAR		-4 AP Armor					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Claw	-1	8		0

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Belt Fed LMG	48	4	8	-2		40
Grenade	10	1	1	-1	Blast	3

COBRA FROGMAN
CODENAME: EEL.

CHARACTER TYPE		Supporter		TOTAL PTS		135	
GATS	6	FISTS	6	Moxie	9	DARE!	1
SCHTICKS		Elite, Demolition Specialist					
GEAR		Jump Pack, -2 AP Bullet Proof Vest, Gas Mask, C4					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle	20	3	7	0		10
Grenade	10	1	1	-1	Blast	3

COBRA SUPPORTERS

The following are the Rank and File of the Cobra forces.

COBRA NIGHT FIGHTER

CODENAME: Night Vipers

CHARACTER TYPE		Supporter		TOTAL PTS		**112**	
GATS	5	FISTS	5	Moxie	8	DARE!	1
SCHTICKS		Sharp Shooter					
GEAR		IR Goggles, Silence					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Sniper Rifle	48	1	8	-2	+2 TO GATS	20
Grenade	10	1	1	-1	Blast	3

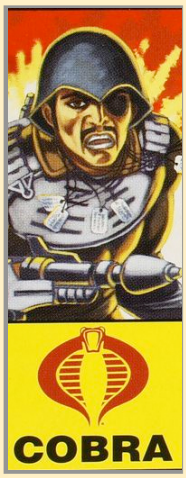
COBRA COMPANIONS

The following are the Second in Command of the Cobra forces.

COBRA INTELLIGENCE OFFICER
CODENAME: BARONESS

CHARACTER TYPE		Companion		TOTAL PTS		145	
GATS	6	FISTS	6	Moxie	9	DARE!	2
SCHTICKS		COBRAAAAAHHHH!, Femme Fatale!, Master of Disguise					
GEAR		Bullet Proof Vest -2 AP					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Sniper Rifle		48	1	8	-2	+2 to Gats	20
Grenade		10	1	1	-1	Blast	3

MERCENARY
CODENAME: MAJOR BLUDD



CHARACTER TYPE		Companion		TOTAL PTS		132	
GATS	6	FISTS	5	Moxie	9	DARE!	2
SCHTICKS		COBRAAAAAHHHH!, Tactician,					
GEAR		Rocket Pistol, Bullet Proof Vest -2 AP					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Rocket Pistol		30	1	-1	-2	Blast (1)	15
Grenade		10	1	1	-1	Blast	3

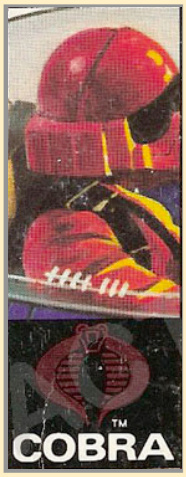
COBRA SABOTEUR
CODENAME: Firefly

CHARACTER TYPE		Companion		TOTAL PTS		139	
GATS	6	FISTS	6	Moxie	10	DARE!	2
SCHTICKS		Demolition Specialist, Sabotuer					
GEAR		Satchel Charges, Smoke Grenades, C-4, Silencer, Thermite					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Pistol		10	2	6			3
SMG		15	3	6	-1	-	7

COBRA COMPANIONS

The following are the Second in Command of the Cobra forces.

COBRA RATTLER PILOT
CODENAME: WILD WEASEL



CHARACTER TYPE		Companion		TOTAL PTS		107	
GATS	6	FISTS	5	Moxie	9	DARE!	2
SCHTICKS		Tactician, Vehicle Specialist					
GEAR		Com Pack					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Pistol		10	2	6			3
Grenade		10	1	1	-1	Blast	3

COBRA REPTILE TRAINER
CODENAME: CROC MASTER

CHARACTER TYPE		Companion		TOTAL PTS		99	
GATS	5	FISTS	6	Moxie	8	DARE!	2
SCHTICKS		Animal Companion					
GEAR		Gas Mask, Crocs					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Whip		+2		4		Disarm opponent on 1	2
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Pistol		10	2	6			3
Grenade		10	1	1	-1	Blast	3

COBRA TRAINER
CODENAME: BIG BOA

CHARACTER TYPE		Companion		TOTAL PTS		111	
GATS	4	FISTS	7	Moxie	9	DARE!	2
SCHTICKS		Brawler, Bulletproof -2 AP					
GEAR		Gas Mask, Iron Helm -1 AP					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Weighted Gloves		-1		8			3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Pistol		10	2	6			3
Grenade		10	1	1	-1	Blast	3

COBRA COMPANIONS

The following are the Second in Command of the Cobra forces.

ANTI-ARMOR SPECIALIST
CODENAME: SCRAP IRON

CHARACTER TYPE		Companion		TOTAL PTS		142	
GATS	6	FISTS	5	Moxie	9	DARE!	2
SCHTICKS		Sharp Shooter, Demolition Specialist					
GEAR		Bullet Proof Vest -2 AP, Com Pack					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Pistol		10	2	6			3
Sagger x 2		60	2	B2	-3	Blast, AP (2)	60

ZARTAN'S SISTER
CODENAME: ZARANA

CHARACTER TYPE		Companion		TOTAL PTS		73	
GATS	5	FISTS	6	Moxie	8	DARE!	2
SCHTICKS		Femme Fatale!, Master of Disguise					
GEAR							
DUEL WEAPON		IM		AP		SPECIAL	PTS
Chainsaw		+3		9		+1 to Assaulting Vehicles	20
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Pistol		10	2	6			3
Grenade		10	1	1	-1	Blast	3

COBRA COURIER
CODENAME: SCAR-FACE

CHARACTER TYPE		Supporter		TOTAL PTS		82	
GATS	5	FISTS	5	Moxie	9	DARE!	2
SCHTICKS		COBRAAAAAHHHH!, Fiendish Face					
GEAR							
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle		20	3	7	0		10
Grenade		10	1	1	-1	Blast	3

COBRA COMPANIONS

The following are the Second in Command of the Cobra forces.

DREDKNOK
CODENAME: RIPPER

CHARACTER TYPE		Companion		TOTAL PTS		66	
GATS	5	FISTS	6	Moxie	7	DARE!	2
SCHTICKS		Dull Witted					
GEAR		Jaws of Life +2 to Close Assaults on Vehicles					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Bayonet		0		6			5
GATS WEAPON	RNG	ROF	AP	MM		SPECIAL	PTS
AR Rifle	20	3	7	0			10
Grenade	10	1	1	-1		Blast	3

DREDKNOK
CODENAME: BUZZER

CHARACTER TYPE		Companion		TOTAL PTS		74	
GATS	5	FISTS	6	Moxie	7	DARE!	2
SCHTICKS		Dull Witted					
GEAR		Molotov Cocktail					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Chainsaw		+3		9		+1 to Assaulting Vehicles	20
GATS WEAPON	RNG	ROF	AP	MM		SPECIAL	PTS
Pistol	10	2	6				3
Grenade	10	1	1	-1		Blast	3

DREDKNOK
CODENAME: TORCH

CHARACTER TYPE		Supporter		TOTAL PTS		104	
GATS	5	FISTS	5	Moxie	9	DARE!	2
SCHTICKS		Dull Witted					
GEAR							
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON	RNG	ROF	AP	MM		SPECIAL	PTS
Flamethrower	75	5	8	-3			50
Grenade	10	1	1	-1		Blast	3

COBRA COMPANIONS

The following are the Second in Command of the Cobra forces.

DREDKNOK
CODENAME: MONKEY WRENCH

CHARACTER TYPE		Companion		TOTAL PTS		120	
GATS	5	FISTS	6	Moxie	7	DARE!	2
SCHTICKS		Dull Witted, Demolition Specialist, Saboteur					
GEAR		C-4					
DUEL WEAPON		IM		AP		SPECIAL	PTS
MARS D57 Rifle		+1		8			50
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
MARS D57 Rifle		28	1	2	-2	Blast AP2	50
Grenade		10	1	1	-1	Blast	3

WATER MOCCASIN PILOT
CODENAME: COPPERHEAD

CHARACTER TYPE		Companion		TOTAL PTS		70	
GATS	5	FISTS	5	Moxie	9	DARE!	2
SCHTICKS		Vehicle Specialist, Brawler					
GEAR		Gas Mask					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle		20	3	7	0		10
Grenade		10	1	1	-1	Blast	3

SHOCK VIPER COMMANDER
CODENAME: LT. Claymore

CHARACTER TYPE		Companion		TOTAL PTS		128	
GATS	6	FISTS	6	Moxie	8	DARE!	2
SCHTICKS		Demolition Specialist, Heavy Weapon Specialist					
GEAR		Thermite Bomb					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
LMG		48	4	8	-2		40
Grenade		10	1	1	-1	Blast	3

COBRA LEADS

The following are the Commanders of the Cobra forces.

COBRA LEADER
CODENAME: COBRA COMMANDER

CHARACTER TYPE		Lead		TOTAL PTS		118	
GATS	5	FISTS	4	Moxie	11	DARE!	3
SCHTICKS		You've not seen the last of me!, Coward, COBRAH!!					
GEAR		Microwave Pistol, Bullet Proof vest -2 AP					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Microwave Pistol	10	1	8	-4	-5 to Cover, ignores armor	30
Grenade	10	1	1	-1	Blast	3

ENEMY WEAPONS SUPPLIER
CODENAME: DESTRO

CHARACTER TYPE		Lead		TOTAL PTS		127	
GATS	6	FISTS	6	Moxie	10	DARE!	3
SCHTICKS		"You Fools!, Tactician, Detective					
GEAR		Wrist Rockets, Iron Helm -1 AP					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+4	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Pistol	10	2	6			3
Wrist Rockets	15	3	-1	-1	Blast AP (1)	10

CRIMSON GUARD COMMANDERS
CODENAME: TOMAX & XAMOT

CHARACTER TYPE		Lead		TOTAL PTS		85 each	
GATS	5	FISTS	6	Moxie	10	DARE!	3
SCHTICKS		Psychic Link (Brother), Gymnast, Guide					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Pistol	10	2	6			3
Grenade	10	1	1	-1	Blast	3

COBRA LEADS

The following are the Commanders of the Cobra forces.

COBRA NINJA
CODENAME: Storm Shadow

CHARACTER TYPE		Lead		TOTAL PTS		231	
GATS	7	FISTS	8	Moxie	11	DARE!	3
SCHTICKS		Arashikage Abilities					
GEAR		Explosive arrows, Spent Ur Arrows, Smoke Grenades, stars					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Katana	+2	10	May force opponent to reroll 1 successful hit	10

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Bow	10	1	6	0		3
Grenade	10	1	1	-1	Blast	3

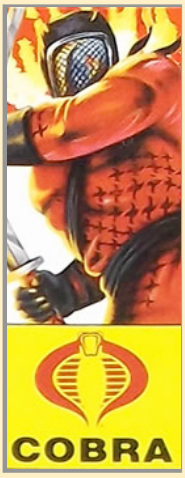
CRIMSON GUARDSMAN
CODENAME: Fred VII

CHARACTER TYPE		Lead		TOTAL PTS		109	
GATS	5	FISTS	6	Moxie	10	DARE!	3
SCHTICKS		Master of Disguise, Detective					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Pistol	10	2	6			3
SMG	15	3	6	-1	-	7

COBRA NINJA COMMANDO
CODENAME: Slice



CHARACTER TYPE		Lead		TOTAL PTS		231	
GATS	7	FISTS	8	Moxie	11	DARE!	3
SCHTICKS		Arashikage Abilities					
GEAR		Explosive arrows, Spent Ur Arrows, Smoke Grenades, stars					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Katana	+2	10	May force opponent to reroll 1 successful hit	10

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Bow	10	1	6	0		3
Grenade	10	1	1	-1	Blast	3

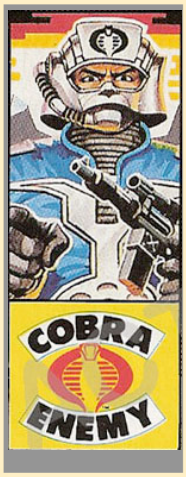
COBRA LEADS

The following are the Commanders of the Cobra forces.

COBRA EMPEROR
CODENAME: SERPENTOR

CHARACTER TYPE		Lead		TOTAL PTS		162	
GATS	4	FISTS	8	Moxie	11	DARE!	4
SCHTICKS		DESTROY THEM, THIS I COMMAND!, Survivalist, Animal Companion					
GEAR		Iron Helm -1 AP					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Fang Blade		+3		7		Poisoned Blade, causes 2 wounds	18
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Snake Javelin		8"S	1	7	-3	Poisoned Blade, causes 2 wounds	20

FRED IV COBRA LEADER
CODENAME: COBRA COMMANDER



CHARACTER TYPE		Lead		TOTAL PTS		179	
GATS	6	FISTS	6	Moxie	10	DARE!	3
SCHTICKS		COBRAHHH!, Tactician, Detective					
GEAR		Gas Mask, Advanced Armor -3 AP, Iron Helm -1 AP					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+4		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Laser Pistol		20	1	9	-2	-5 to cover	15
Grenade		10	1	1	-1	Blast	3

NINJA WARRIOR
CODENAME: Black Dragon Ninja

CHARACTER TYPE		Lead		TOTAL PTS		231	
GATS	7	FISTS	8	Moxie	11	DARE!	3
SCHTICKS		Arashikage Abilities					
GEAR		Explosive arrows, Spent Ur Arrows, Smoke Grenades, stars					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Katana		+2		10		May force opponent to reroll 1 successful hit	10
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Bow		10	1	6	0		3
Grenade		10	1	1	-1	Blast	3

COBRA LEADS

The following are the Commanders of the Cobra forces.

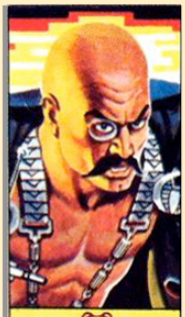
COBRA SCIENTIST
CODENAME: DR. VENOM

CHARACTER TYPE		Lead		TOTAL PTS		97	
GATS	4	FISTS	4	Moxie	11	DARE!	3
SCHTICKS		"You Fools!", Tactician					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Microwave Pistol	10	1	8	-4	-5 to Cover, ignores armor	30
Grenade	10	1	1	-1	Blast	3

MASTER OF MIND CONTROL
CODENAME: DR. MINDBENDER



CHARACTER TYPE		Lead		TOTAL PTS		61	
GATS	4	FISTS	5	Moxie	11	DARE!	3
SCHTICKS		"You Fools!", Detective					
GEAR		BATs Remote Control Device					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Pistol	10	2	6			3
Grenade	10	1	1	-1	Blast	3

MASTER OF DISGUISE
CODENAME: ZARTAN

CHARACTER TYPE		Lead		TOTAL PTS		143	
GATS	7	FISTS	8	Moxie	11	DARE!	3
SCHTICKS		Bow Master, Chameleon, Masters of Disguise, Vulnerable to Light					
GEAR		Bullet Proof vest -2 AP, Spent Ur Arrows, Smoke Grenades,					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
CrossBow	30	1	6	0	silent	5
Grenade	10	1	1	-1	Blast	3

COBRA VEHICLES AND SUPPORT

System: Neutralizer-Armed Cloaking Equipment
The S.N.A.K.E is another longtime mainstay of the COBRA arsenal. This amazing power armor is capable of withstanding antio-personnel missile attacks with barely a scratch. It Posses internal and external fire dampening devices, a full communications suite and an internal recycling oxygen supply. The most infamous- and mystrerious- of its features is the built in brain-scanning equipment. A miniature version of COBRA's notoriouys device, S.N.A.K.E. armor can serve the double purpose of temporarily inducing evil thoughts into the weaer. As long as a person is completely encased in the S.N.A.K.E., he is forced to completely obey COBRA.

S.N.A.K.E: Base 165 Points	Total Points	249

Speed: 9"	Gats: 6	Fists: 4	Attacks: 3	AP: 8	DM: +0

Location	D10	Front	D10	Side	D10	Rear
Legs	1-3	20 AV	1-3	20 AV	1-3	15 AV
Torso	4-5	20 AV	4-5	18 AV	4-5	15 AV
Arms	6-8	18 AV	6-8	18 AV	6-8	18 AV
Head	9	20 AV	9	20 AV	9	20 AV
Vulnerable	10	10 AV	10	10 AV	10	10 AV

Weapon

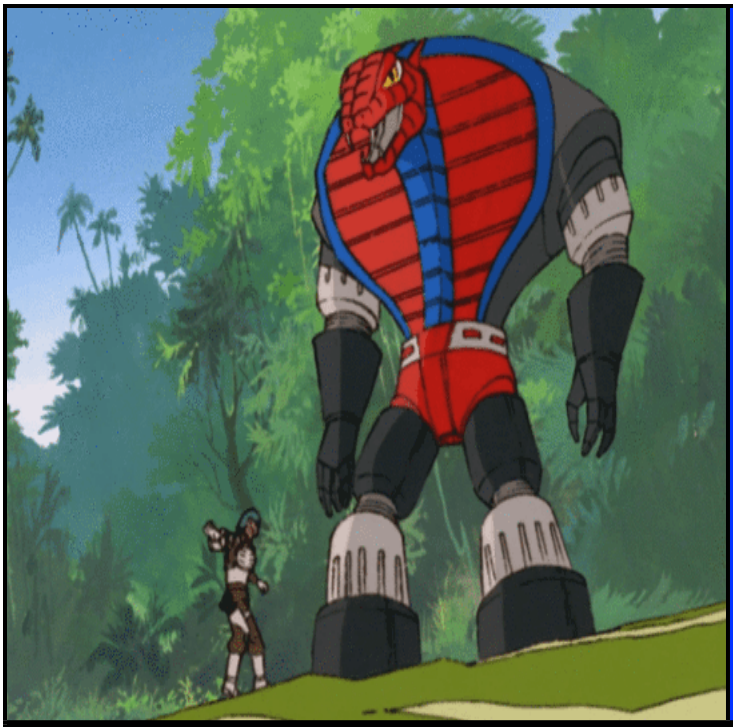
Weapon	Location	Range	ROF	AP	MM	DM	Special
HMG	Right Arm	75"	5	8	-3	0	-

Weapon Penetration

D10	DM	<2	2	3	4	5	6	7	8	9	10+
Melee	+0	3	6	9	12	15	18	21	24	27	30

Gear

COBRA VEHICLES AND SUPPORT



Standing around 25 feet tall, the Sentinel was as large as it was deadly as it had monstrous strength and could breathe fire.

Cobra Sentinel Automaton					Total Points	280
Speed: 12"	Gats: 6	Fists: 5	Attacks: 4	AP: 9	DM: -2	

Location	D10	Front	D10	Side	D10	Rear
Legs	1-3	20 AV	1-3	20 AV	1-3	15 AV
Torso	4-5	20 AV	4-5	18 AV	4-5	15 AV
Arms	6-8	18 AV	6-8	18 AV	6-8	18 AV
Head	9	20 AV	9	20 AV	9	20 AV
Vulnerable	10	10 AV	10	10 AV	10	10 AV

Weapon

Weapon	Location	Range	ROF	AP	MM	DM	Special
Heavy Flame Thrower	Head	12"	1	8 Blast	-4	0	Blast

Weapon Penetration

D10	DM	<2	2	3	4	5	6	7	8	9	10+
Melee	+0	4	8	12	16	20	24	28	32	36	40

Gear

COBRA VEHICLES AND SUPPORT

The Cobra High Speed Sentry (H.I.S.S.) Tank has been the dominant tank used by Cobra forces since the organization's inception. The H.I.S.S. has been upgraded and remodeled over time, but all variants share a similar general design, featuring dorsal mounted cannons.

The HISS was developed to fulfill two separate needs on the battle field, anti-personnel and heavy armor. The H.I.S.S. tank is the most versatile and deadly opposition on any battlefield. Whether on city streets or through the dense jungle, the H.I.S.S. can outrun, out-maneuver, and out perform anything in its class. Built with a modular design allowing Cobra's technicians to easily replace and repair battle damaged units with maximum efficiency. Although specialized drivers are selected to pilot most H.I.S.S. tanks, the cockpit design is simple enough for almost any basic trooper to understand and operate.

H.I.S.S. TANK Mark-I GH7c								Points	158
Medium Tank								Abundant	DM: +1
Speed		Location	D10	Front	D10	Side	D10	Rear	
Slow	5	Track	1-2	20 AV	1-3	20 AV	1-2	20 AV	
Medium	10	Lower Hull	3-6	20 AV	4-6	15 AV	3-6	12 AV	
Fast	20	Upper Hull	7	18 AV	7	20 AV	7	14 AV	
Turret Crew		Turret	8-9	18 AV	8-10	16 AV	8-10	12 AV	
	Commander/ Gunner	Mantle	10	15 AV	-	-	Top	18 AV	
		Weapon	Location	Range	ROF	AP	MM	DM	Special
Hull Crew		2x 90mm AC	Main Gun	60"	2	3	-2	+1	Blast
	Driver								
Features		Main Gun Penetration							
Advanced Sights		D10	<2	2	3	4	5	6	7	8	9	10+
Radio		90mm	28	56	84	112	140	168	196	224	252	280

COBRA VEHICLES AND SUPPORT

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H.I.S.S. TANK APC								Points	258
Medium Tank								Abundant	DM: +1
Speed		Location	D10	Front	D10	Side	D10	Rear	
Slow	5	Track	1-2	20 AV	1-3	20 AV	1-2	20 AV	
Medium	10	Lower Hull	3-6	20 AV	4-6	15 AV	3-6	12 AV	
Fast	20	Upper Hull	7	18 AV	7	20 AV	7	14 AV	
Turret Crew		Turret	8-9	18 AV	8-10	16 AV	8-10	12 AV	
Commander/ Gunner		Mantle	10	15 AV	-	-	Top	18 AV	
10 Passengers									
		Weapon	Location	Range	ROF	AP	MM	DM	Special
Hull Crew		8 x SSM	Pintle	20-200	8	3	-4	+1	Blast
Driver		2 x.50 Cal	Chin Turret	60	10	8	-4	-6	-1 Cover
Features		Main Gun Penetration							

Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
Radio	SAM	38	75	113	150	188	225	263	300	338	375

COBRA VEHICLES AND SUPPORT

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ARCTIC H.I.S.S. TANK	Mark-I GH7c							Points	198
Medium Tank								Abundant	DM: +1
Speed		Location	D10	Front	D10	Side	D10	Rear	
Slow	5	Track	1-2	20 AV	1-3	20 AV	1-2	20 AV	
Medium	10	Lower Hull	3-6	20 AV	4-6	15 AV	3-6	12 AV	
Fast	20	Upper Hull	7	18 AV	7	20 AV	7	14 AV	
Turret Crew		Turret	8-9	18 AV	8-10	16 AV	8-10	12 AV	
	Commander/ Gunner	Mantle	10	15 AV	-	-	Top	18 AV	
		Weapon	Location	Range	ROF	AP	MM	DM	Special
Hull Crew		4 x SAM	Pintle	20-200	4	3	-4	+1	Blast
	Driver								
Features		Main Gun Penetration							
Advanced Sights		D10	<2	2	3	4	5	6	7	8	9	10+
Radio		SAM	38	75	113	150	188	225	263	300	338	375

COBRA VEHICLES AND SUPPORT

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H.I.S.S. TANK Mark-V								Points	258
Medium Tank								Abundant	DM: +1
Speed		Location	D10	Front	D10	Side	D10	Rear	
Slow	7	Track	1-2	20 AV	1-3	20 AV	1-2	20 AV	
Medium	13	Lower Hull	3-6	20 AV	4-6	15 AV	3-6	12 AV	
Fast	26	Upper Hull	7	18 AV	7	20 AV	7	14 AV	
Turret Crew		Turret	8-9	18 AV	8-10	16 AV	8-10	12 AV	
		Mantle	10	15 AV	-	-	Top	18 AV	

	Weapon	Location	Range	ROF	AP	MM	DM	Special
Hull Crew	1x 90mm AC	Pylon Gun	60"	2	3	-2	+1	Blast
Commander	20mm Gatling	Pylon Gun	60"	3	12	-4	-2	
	73mm SPG	Turret	48	1	2	-2	0	Blast
	7.62mm PK	Chin	48	5	8	-2	-3	
	RPG-7 x6	Pylon	24	6	2	-2	0	Blast

Features	Main Gun Penetration										
Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
Radio	90mm	28	56	84	112	140	168	196	224	252	280
	20mm	4	8	12	16	20	24	28	32	36	40
	73mm SPG	35	70	105	140	175	210	245	280	315	350
	RPG-7	30	60	90	120	150	180	210	240	270	300

Elevated Hull: If vehicle has not moved it may perform a pop up attack, raising the gun platform 8 inches and firing one weapon.

COBRA VEHICLES AND SUPPORT

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The HISS was developed to fulfill two separate needs on the battle field, anti-personnel and heavy armor. The H.I.S.S. tank is the most versatile and deadly opposition on any battlefield. Whether on city streets or through the dense jungle, the H.I.S.S. can outrun, out-maneuver, and out perform anything in its class. Built with a modular design allowing Cobra's technicians to easily replace and repair battle damaged units with maximum efficiency. Although specialized drivers are selected to pilot most H.I.S.S. tanks, the cockpit design is simple enough for almost any basic trooper to understand and operate.

H.I.S.S. TANK Mark-VI								Points	730
Medium Tank								Abundant	DM: 0
Speed		Location	D10	Front	D10	Side	D10	Rear	
Slow	7	Track	1-2	20 AV	1-3	20 AV	1-2	20 AV	
Medium	13	Lower Hull	3-6	18 AV	4-6	15 AV	3-6	15 AV	
Fast	26	Upper Hull	7	22 AV	7	18 AV	7	18 AV	
Turret Crew		Turret	8-9	88 AV	8-10	45 AV	8-10	40 AV	
	Commander	Mantle	10	99 AV	-	-	Top	20 AV	
		Weapon	Location	Range	ROF	AP	MM	DM	Special
Hull Crew		1x 90mm AC	Turret Gun	60″	2	3	-2	+1	Blast
	Loader	20mm Gatling	Hull Gun	60″	3	12	-4	-2	
	Driver	ATGM	Pylon	200	1	1	-6	+4	Min 36 AA .5
		RPG-7 x6	Pylon	24	6	2	-2	0	Blast
Features		Main Gun Penetration							

Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
Radio	90mm	28	56	84	112	140	168	196	224	252	280
	20mm	4	8	12	16	20	24	28	32	36	40
	RPG-7	30	60	90	120	150	180	210	240	270	300
	ATGM	55	110	165	220	275	330	38t5	440	495	550

COBRA VEHICLES AND SUPPORT

Conceived during Serpentor's reign of Cobra, the STUN incorporates a number of surprising features into it's design. The most notable is the ability of the front mounted battle shells to rotate to the sides of the vehicle, allowing its gunners to rip into enemy forces at an angle with the rocket launchers. The driver of the STUN sits in a high rearward position, allowing him to oversee the entire field of fire, though making him an easy target at the same time.

S.T.U.N.								Points	225
Fast Attack Vehicle								Abundant	DM: +3
Speed		Location	D10	Front	D10	Side	D10	Rear	
Slow	11	Tire	1-2	9 AV	1-3	9 AV	1-2	9 AV	
Medium	22	Lower Hull	3-6	9 AV	4-6	9 AV	3-6	9 AV	
Fast	44	Upper Hull	7	5 AV	7	5 AV	7	5 AV	
Crew									
3x Gunners		Weapon	Location	Range	ROF	AP	MM	DM	Special
Driver		2 x Blazer ACs	Sponson	60"	4	3	-2	+1	Blast
		LMG	Hull	48	5	8	-2	-3	
Features		Main Gun Penetration							

Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
Radio	Blazer	28	56	84	112	140	168	196	224	252	280

COBRA VEHICLES AND SUPPORT

Smooth, aggressive mobility – that's the hallmark of the Cobra Stinger off-road vehicle. It moves over rugged terrain with the lethal focus of a tarantula bearing down on its next meal. The vehicle's wishbone suspension allows it to maintain stability and speed over the roughest ground. The rocket launcher rotates a full 360 degrees for maximum battle effectiveness. The V-12 twin-turbo engine has the stamina and power for sustained combat deployment in the capable control of a Cobra Stinger Driver.

STINGER								Points	185
ATV Missile Carrier								Abundant	DM: +3
Speed		Location	D10	Front	D10	Side	D10	Rear	
Slow	11	Tire	1-2	9 AV	1-3	9 AV	1-2	9 AV	
Medium	22	Lower Hull	3-6	9 AV	4-6	9 AV	3-6	9 AV	
Fast	44	Upper Hull	7	5 AV	7	5 AV	7	5 AV	
Crew									
Commander/Gunner		Weapon	Location	Range	ROF	AP	MM	DM	Special
Driver		4 x SAM	Pintle	20-200	4	3	-4	+1	Blast
		LMG	Hull	48	5	8	-2	-3	
Features		Main Gun Penetration							

Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
Radio	SAM	38	75	113	150	188	225	263	300	338	375

COBRA VEHICLES AND SUPPORT

The Ferret is Cobra's answer to the G.I. Joe R.A.M. Though this 4-wheeler cannot match the R.A.M.'s speed, it makes up for it with its all-terrain capability and firepower. While it can traverse practically any terrain, it's sorely lacking in armor. As a quad bike, it is best suited for light infantry and security detail.

Features

The Cobra Ferret is a powerful quad bike with flexible, off-road tires, one-piece welded steel wheels, a 6 forward-speed transmission, and a free-floating transverse front suspension. The bike is powered by a 16-valve liquid-cooled 115 hp 4-cycle engine. This 4-wheeler is armed with driver-controlled twin .50 caliber machine guns, a side-slung electric CMF-1 10-round grenade launcher, and 2 laser-seeking "Com-Bat" rockets.

FERRET								Points	145
ATV OPEN TOPPED								Abundant	DM: +5
Speed		Location	D10	Front	D10	Side	D10	Rear	
Slow	12	Tire	1-2	9 AV	1-3	9 AV	1-2	9 AV	
Medium	24	Lower Hull	3-6	6 AV	4-6	6 AV	3-6	6 AV	
Fast	36	Upper Hull	7	5 AV	7	5 AV	7	5 AV	
Crew									
Commander/Gunner		Weapon	Location	Range	ROF	AP	MM	DM	Special
Driver		2 x Com-Bat Rockets	Hull	20-200	2	3	-4	+1	Blast
		2 x.50 Cal	Hull	60	10	8	-4	-6	
		CMF-1 Grenade launcher	Hull	24	1	-1	-1		Blast
Features		Main Gun Penetration							

Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
Radio	Com-Bat Rocket	38	75	113	150	188	225	263	300	338	375
	.50 Cal	3	5	8	10	13	15	18	20	23	25

COBRA VEHICLES AND SUPPORT

The Cobra A.S.P. (Assault System Pod) is a is a one-man, towable gun emplacement with a cockpit, and turret with rotating 120mm "Eliminator" cannons. It is typically towed by either the Cobra H.I.S.S. or Stinger.

A.S.P.								Points	262
ATG									DM: +3
Speed		Location	D10	Front	D10	Side	D10	Rear	
Slow	na	Tire	1-2	9 AV	1-3	9 AV	1-2	9 AV	
Medium	na	Lower Hull	3-6	9 AV	4-6	9 AV	3-6	9 AV	
Fast	na	Upper Hull	7	5 AV	7	5 AV	7	5 AV	
Crew									
Commander/Gunner		Weapon	Location	Range	ROF	AP	MM	DM	Special
		2 x 120mm	Front	60	1	5	-3	+3	Blast
Features		Main Gun Penetration							

Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
Radio	120mm	34	68	102	136	170	204	238	272	306	340

COBRA VEHICLES AND SUPPORT

The Water Moccasin is COBRA's extremely fast swamp cruiser. It can transport up to four Cobra Troopers for a lightning strike against G.I. Joe.

WATER MOCCASIN							**328**
Open Topped Strike Patrol Air Boat							**DM: +0**
Water Speed	**Location**	**D10**	**Front**	**D10**	**Side**	**D10**	**Rear**
8	Hull	1-8	12 AV	1-9	12 AV	1-6	12 AV
Crew	Helm	9-10	12 AV	10	11 AV	4-10	10 AV
2							
(1 minimum)	**Weapon***	**Location**	**Range**	**ROF**	**AP**	**MM**	**DM**	**Special**
2 Passengers	44mm CANNONS (x2)	Hull	60	1	-1	-4	-2	
Features	20mm MG x 2	Pintle	48"	4	8	-2	-3	AA: (.25)
	Gator Torpedo	Hull	20"+	1	1	-3	+1	Torpedo

Basic Sights	**D10**	**<2**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10+**
Radio	44mm C	7	14	22	29	36	43	50	58	65	72
	Gator Torp	65	130	195	260	325	390	455	520	585	650

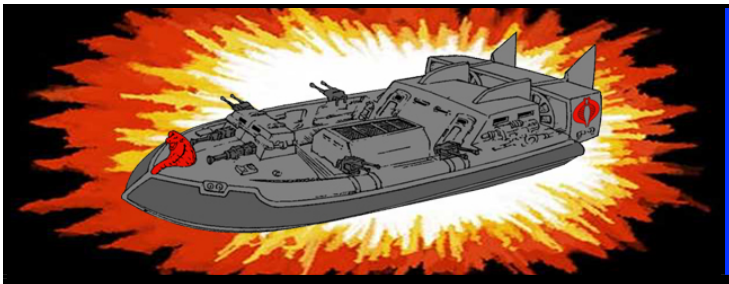
COBRA VEHICLES AND SUPPORT

Cobra's Moray high speed interceptor craft (HSIC) is a torpedo/missile boat intended for amphibious operations, littoral combat, and high-speed pursuit. Armed with missiles, torpedoes, autocannons, and machine guns (MGs), the Moray is more than capable of hurting anything in its path.
With a carbon-fiber reinforced, laminated V-bottomed hull, the Moray displaces 1.8 tons on the water's surface and weighs 3.75 tons on its T-shaped fully submerged (FS) hydrofoils. The boat's inboard motor is a high-flow 775 hp Destro V12 gasoline engine that allows it to reach a top speed of 48 knots (on surface) and 115 knots foilborne and an operational range of 425 nmi when fully loaded and manned by 6 crewmen (pilot + copilot + 4 gunners).

MORAY HSIC								**No Points**
Open Topped Craft								**DM: +0**
Water Speed	**Location**	**D10**	**Front**	**D10**	**Side**	**D10**	**Rear**	
12	Hull	1-8	12 AV	1-9	12 AV	1-6	12 AV	
Crew	Helm	9-10	12 AV	10	11 AV	4-10	10 AV	
15 Eels								
(2 minimum)	**Weapon***	**Location**	**Range**	**ROF**	**AP**	**MM**	**DM**	**Special**
-	23mm AA (x2)	Pintle	48″	2	1	-1	-2	AA: 1.0
Features	19mm MG	Pintle	48″	4	8	-2	-3	AA: (.25)
	4 x M30 MGs	Rear/Lat	48″	4	8	-2	-3	
	Black Ray Torpedo	Hull	20″+	1	1	-4	+2	Torpedo
	4 x HE-J-180 Missile	Hull	24″+	1	4	-3	+2	

Basic Sights	**D10**	**<2**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10+**
Radio	23mm AA	4	8	12	16	20	24	28	32	36	40
	BR Torp	76	151	227	302	378	454	529	605	680	756
	Missile	46	92	138	184	230	276	322	368	414	460

COBRA VEHICLES AND SUPPORT



The Urchin was a Cobra patrol and torpedo boat. It was armed with four twin-barrel .50 caliber machine guns, four 300MM anti-ship torpedoes, and two 20MM auto-cannons.

URCHIN TORPEDO BOAT								**No Points**
Open Topped Craft								**DM: +1**
Water Speed	**Location**	**D10**	**Front**	**D10**	**Side**	**D10**	**Rear**	
8	Hull	1-8	14 AV	1-9	14 AV	1-6	134 AV	
Crew	Helm	9-10	14 AV	10	12 AV	4-10	10 AV	
20 Eels								
(2 minimum)	**Weapon***	**Location**	**Range**	**ROF**	**AP**	**MM**	**DM**	**Special**
-	20mm AA (x2)	Prow	48"	2	1	-1	-2	AA: 1.0
Features	19mm MG	Pintle	48"	4	8	-2	-3	AA: (.25)
	8 x.50 Cal	Lateral	60	8	10	-4	-6	-1 Cover
	300mm Torpedo	Hull	20"+	1	1	-4	+2	Torpedo

Basic Sights	**D10**	**<2**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10+**
Radio	20mm AA	4	8	12	16	20	24	28	32	36	40
	300mm Torp	76	151	227	302	378	454	529	605	680	756
	.50 Cal	3	5	8	10	13	15	18	20	23	25

COBRA VEHICLES AND SUPPORT

The F.A.N.G. is an early example of Cobra air power. Far from having the power and armor of a true gunship, the F.A.N.G. makes up for those deficiencies with speed and stealth. Its size makes it hard to be spotted and it more than easily is able to sneak in to a neighborhood undetected.

FULLY ARMED NEGATOR GYROCOPTER – F.A.N.G.			S	F	D
Light Attack Helicopter	Speed: Slow 22″, Fast 88″	Force Down: 3	AA Modifier: +1		

Payload								
85mm AC	Weapon	Type	Range	ROF	AP	MM	DM	Special
4 x HS AAR	85mm AC	MG	60″	2	2	-2	0	R
1 x Hvy Bomb	HS AAR x4	AAR	250	1	-4	-3	+2	Blast

Features: 1 Crew, Transports: 2 Infantry

Weapon Penetration

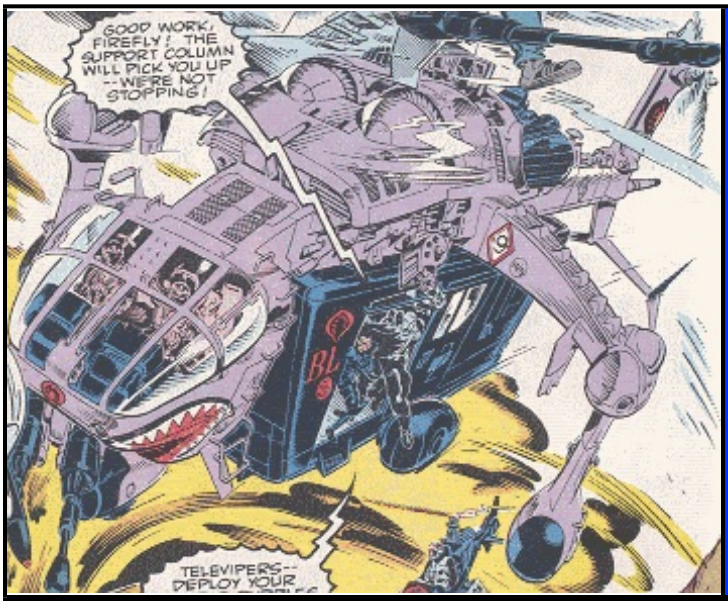
D10	<2	2	3	4	5	6	7	8	9	10+
85mm	34	69	103	137	171	206	240	274	308	343
HS AAR	55	110	165	220	275	330	385	440	495	550

COBRA VEHICLES AND SUPPORT

Originally based on Cobra Command's top secret designs including some of the most sophisticated technology in Cobra's weapons arsenal of the time, Serpentor's Air Chariot was designed to give the Cobra Emperor maximum mobility with minimum size. Ultimately, it proved unwieldy in battle and had the potential to become inoperable at an inopportune moment. Serpentor was known to operate the Air Chariot from 1986 until 1988. It's design was not re-used for any other Cobra vehicles.

AIR CHARIOT								S	F	D
Fan Propelled Aircraft	Speed: Slow 22", Fast 88"				Force Down: 3			AA Modifier: +1		
Payload										
	Weapon	Type	Range	ROF	AP	MM	DM	Special		
	2x 7.62mm LMG	MG	48"	8	8	-2	-3	R		
Features: 1 Crew										

COBRA VEHICLES AND SUPPORT



The Cobra Skycrane is the versatile work horse of the Cobra army. Used to transport men and materials as well as providing ground support, the Skycranes have proved time again their usefulness in Cobra's employ.

Cobra Skycrane									S	F	D
Transport Helicopter	**Speed: Slow 22", Fast 88"**					**Force Down: 3**			**AA Modifier: +2**		
Payload	.30 LMGs are Door Gunners.										
2x MG151 20mm	**Weapon**	**Type**	**Range**	**ROF**	**AP**	**MM**	**DM**	**Special**			
.30 LMG	20mm	MG	60"	8	-3	-5	-2	Top			
-	Twin .30 LMG	LMG	48"	6	8	-3	-3	Top			
Features: 2 Crew, Transports: 8 Infantry											
Weapon Penetration											

D10	<2	2	3	4	5	6	7	8	9	10+
LMG	1	3	4	5	7	8	9	10	12	13
20mm	4	8	12	16	20	24	30	34	36	40

COBRA VEHICLES AND SUPPORT

The Firebat was a stripped-down aircraft, little more than a seat strapped to a rocket engine. The A.V.A.C. pilots needed phenomenal skill to successfully operate the craft, since it lacked almost any kind of instrumentation. Firebats were primarily stationed at Terror Dromes, and had folding wings to allow them to fit in the narrow silo.

Cobra Firebat								**S**	**S**	**D**
Ground Attack Aircraft						**AA Rating: 1**		**AA Modifier: +1**		
Payload	*Total ROF for MG strafing. If 2x MAG used, ROF 5.									
all of the following	**Weapon**	**Type**	**Range**	**ROF**	**AP**	**MM**	**DM**	**Special**		
2x 25mm AC	2x .25mm AC	AT	48″	4*	1	-3	-2	-		
8x WP Rock	WP Rockets	R	-	1	(3)	-3	+1	Blast		
1x Napalm	Napalm	Bomb	-	1	(6)	-6	+6	Blast		
Features: None.										
Weapon Penetration										
D10	**<2**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10+**
25mm	6	12	18	24	30	36	42	48″	54	60

IRON GRENADIERS

The following are the Rank and File of the Iron Grenadier forces.

DESTROS ELITE TROOPERS
CODENAME: Iron Grenadier

CHARACTER TYPE		Supporter		TOTAL PTS		90	
GATS	5	FISTS	5	Moxie	8	DARE!	1
SCHTICKS		Elite					
GEAR		Sword, Gas Mask					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle		20	3	7	0		10
Grenade		10	1	1	-1	Blast	3

HEAVY WEAPONS
CODENAME: Iron Grenadier

CHARACTER TYPE		Supporter		TOTAL PTS		144	
GATS	5	FISTS	5	Moxie	8	DARE!	1
SCHTICKS		Heavy Weapons Specialist, Elite					
GEAR		Gas Mask, Body Armor -2 AP					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+3		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
HMG		75	5	8	-3		50
Grenade		10	1	1	-1	Blast	3

COBRA ANDROID TROOPER
CODENAME: COBRA B.A.T.

CHARACTER TYPE		Robot Servant		TOTAL PTS		128	
GATS	5	FISTS	5	Moxie	10	DARE!	2
SCHTICKS							
GEAR		-4 AP Armor					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Sword		+2		8		Parry, force 1 reroll	5
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
Grenade Launcher		24	1	1	-1	Blast AP1	15
Grenade		10	1	1	-1	Blast	3

IRON GRENADIERS

The following are the Leaders of the Iron Grenadier forces.

IRON GRENADIER LEADER
CODENAME: Destro

CHARACTER TYPE		Lead		TOTAL PTS		127	
GATS	6	FISTS	6	Moxie	10	DARE!	3
SCHTICKS		"You Fools!, Tactician, Detective					
GEAR		Wrist Rockets, Iron Helm -1 AP					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+4	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Pistol	10	2	6			3
Wrist Rockets	15	3	-1	-1	Blast AP (1)	10

EVADER DRIVER
CODENAME: Darklon

CHARACTER TYPE		Lead		TOTAL PTS		155	
GATS	6	FISTS	6	Moxie	10	DARE!	3
SCHTICKS		Sharp Shooter, Detective					
GEAR		Bullet Proof Vest -2 AP, Iron Helm -1 AP, IR Goggles					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+4	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle	20	3	7	0		10
Grenade	10	1	1	-1	Blast	3

DESTRO'S GENERAL
CODENAME: Voltar

CHARACTER TYPE		Companion		TOTAL PTS		125	
GATS	6	FISTS	6	Moxie	10	DARE!	2
SCHTICKS		Tactician, Animal Companion (Condor)					
GEAR		Iron Helm -1 AP, Sword					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+4	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

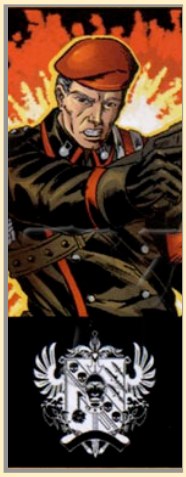
GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle	20	3	7	0		10
Grenade	10	1	1	-1	Blast	3

IRON GRENADIERS

The following are the Leaders of the Iron Grenadier forces.

DESTRO'S SGT MAJOR

CODENAME: Sergeant Major Duncan



CHARACTER TYPE		Companion		TOTAL PTS		98	
GATS	6	FISTS	6	Moxie	9	DARE!	2
SCHTICKS		Cold Fish, Blade Master					
GEAR		Sword,					
DUEL WEAPON		IM		AP		SPECIAL	PTS
Pistol		+4		6		If a 1 is rolled to Wound, 2 Wounds are inflicted	3
GATS WEAPON		RNG	ROF	AP	MM	SPECIAL	PTS
SMG		15	3	6	-1	-	7
Grenade		10	1	1	-1	Blast	3

IRON GRENADIERS VEHICLES AND SUPPORT

The D.E.M.O.N. is another eccentric design from Destro. It houses some of the most high-tech weaponry systems that MARS utilizes. From its advanced laser weapons technology, to its near total solar powered energy, the D.E.M.O.N. has been manufactured to give its crew the ability to lift the entire chassis from the tracks below, increasing to nearly double its original height. While this gives them near total command of all they survey, it also makes the support struts extremely easy targets - so this utility is employed only when necessary.

D.E.M.O.N. [Dual Elevating Multi-Ordnance Neutralizer]							Points	458
Iron Grenadier Main Battle Tank							Abundant	DM: +1
Speed		Location	D10	Front	D10	Side	D10	Rear
Slow	5	Track	1-2	20 AV	1-3	20 AV	1-2	20 AV
Medium	10	Lower Hull	3-6	20 AV	4-6	15 AV	3-6	12 AV
Fast	20	Upper Hull	7	18 AV	7	20 AV	7	14 AV
Turret Crew		Turret	8-9	18 AV	8-10	16 AV	8-10	12 AV
	Commander/ Gunner	Mantle	10	15 AV	-	-	Top	18 AV

		Weapon	Location	Range	ROF	AP	MM	DM	Special
Hull Crew		Magnetic triple array laser	Turret	60"	3	10	-2	+1	Laser, 1 turn to cool
	Driver	Infinity III Laser	Turret	-	3	10	-4	+3	Laser, 1 turn to cool
		6x Tricap Missiles	Pod	20-60	6	3	-2	0	Blast
		Flamethrower	Rear	8	1	6	-3		Blast

Features	Main Gun Penetration										
Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
Radio	Mag Laser	23	46	69	92	115	138	161	184	207	230
	Infinity Laser	41	82	122	163	204	245	286	326	367	408
	Tricap Missile	55	110	165	220	275	330	385	440	495	550

High intensity Xenon Spotlight -1 to Close Assaults

Elevated Hull: If vehicle has not moved it may perform a pop up attack, raising the gun platform 8 inches and firing one weapon.

OKTOBER GUARD SUPPORTERS

The following are the Soldiers of the Oktober Guard forces.

SOLDIER
CODENAME: Russian Soldier

CHARACTER TYPE		Companion		TOTAL PTS		**60**	
GATS	5	FISTS	5	Moxie	8	DARE!	1
SCHTICKS							
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle	20	3	7	0		10
Grenade	10	1	1	-1	Blast	3

OKTOBER GUARD COMPANIONS

The following are the Second in Command of the Oktober Guard forces.

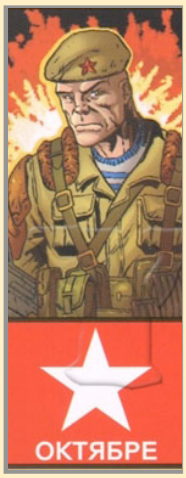
SNIPER
CODENAME: DAINA

CHARACTER TYPE		Companion		TOTAL PTS		102	
GATS	6	FISTS	5	Moxie	10	DARE!	2
SCHTICKS		Guide, Sharp Shooter					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Sniper Rifle	48	1	8	-2	+2 TO GATS	20
Grenade	10	1	1	-1	Blast	3

PARATROOPER
CODENAME: STORMAVIK



CHARACTER TYPE		Companion		TOTAL PTS		90	
GATS	6	FISTS	5	Moxie	9	DARE!	2
SCHTICKS		Sharp Shooter, Guide					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle	20	3	7	0		10
Grenade	10	1	1	-1	Blast	3

FLAMETHROWER
CODENAME: Dragonsky

CHARACTER TYPE		Companion		TOTAL PTS		44	
GATS	5	FISTS	5	Moxie	8	DARE!	2
SCHTICKS		Heavy Weapon Specialist					
GEAR							

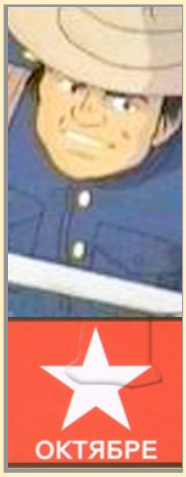
DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Flamethrower	8"S	5	8	-3		50
Grenade	10	1	1	-1	Blast	3

OKTOBER GUARD COMPANIONS

The following are the Second in Command of the Oktober Guard forces.

PLA S.O.F.
CODENAME: WONG



CHARACTER TYPE		Companion		TOTAL PTS		**111**	
GATS	6	FISTS	5	Moxie	10	DARE!	2
SCHTICKS		Gunslinger					
GEAR		Lariat					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
Pistol x2	16	3	6			3
Grenade	10	1	1	-1	Blast	3

OKTOBER GUARD COMPANIONS AND LEAD

The following are the Second in Command and Commander of the Oktober Guard forces.

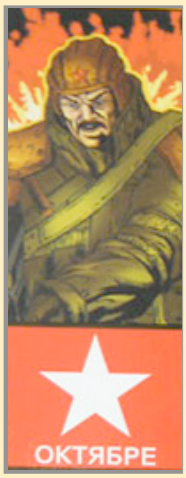
IFANTRYMAN
CODENAME: SCHRAGE

CHARACTER TYPE		Supporter		TOTAL PTS		92	
GATS	5	FISTS	5	Moxie	9	DARE!	2
SCHTICKS		Tracker, Sharp shooter					
GEAR							

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle	20	3	7	0		10
Grenade	10	1	1	-1	Blast	3

HEAVY WEAPONS
CODENAME: HORROR SHOW



CHARACTER TYPE		Lead		TOTAL PTS		140	
GATS	5	FISTS	6	Moxie	9	DARE!	3
SCHTICKS		Haymaker, Bralwer, Heavy Weapon Specialist,					
GEAR		Smoke Grenades,					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
RPG	24	1	-2	-2	Blast	50
Grenade	10	1	1	-1	Blast	3

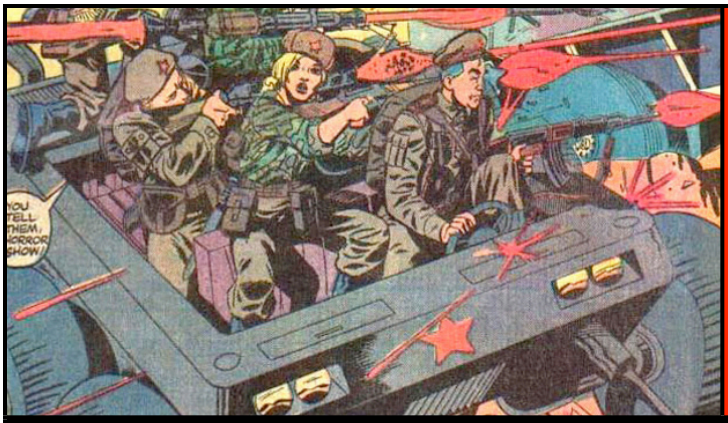
OFFICER
CODENAME: Colonel Brekhov

CHARACTER TYPE		Lead		TOTAL PTS		130	
GATS	6	FISTS	6	Moxie	10	DARE!	4
SCHTICKS		Iron Will, Tough as Nails					
GEAR		Smoke Grenades					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
AR Rifle	20	3	7	0		10
Grenade	10	1	1	-1	Blast	3

OKTOBER GUARD VEHICLES



The BTR - Oktober is the team's rugged, all-purpose ground vehicles. They can be outfitted for battle with a rear mounted weapon and tow artillery. Tough and hard working, BTR - Oktober vehicles can roar into battle with guns blazing or protective escort for valuable cargo.

BTR-Oktober								Points	90
Light, Open Topped Attack Vehicle									DM: +3
Speed		Location	D10	Front	D10	Side	D10		Rear
Slow	8	Tire	1-2	16 AV	1-3	16 AV	1-2		16 AV
Medium	16	Lower Hull	3-6	11 AV	4-6	9 AV	3-6		9 AV
Fast	31	Upper Hull	7-10	12 AV	7-10	9 AV	7-10		5 AV
Crew									
Commander/Gunner		Weapon	Location	Range	ROF	AP	MM	DM	Special
Driver		12.7mm	Pintle	60	4	10	-5	-3	Cov -1
5	Passengers	2x LMG	Hull	48	10	8	-2	-3	
Features		Main Gun Penetration							

Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
Radio	12.7mm	3	5	8	10	13	15	18	20	23	25

OKTOBER GUARD VEHICLES

The T-54 and T-55 tanks are a series of Soviet main battle tanks introduced in the years following the Second World War. The first T-54 prototype was completed at Nizhny Tagil by the end of 1945. Initial production ramp up settled for 1947 at Nizhny Tagil, and 1948 for Kharkiv were halted and curtailed as many problems were uncovered; the T-34-85 still accounted for 88 percent of production through the 1950s. The T-54 eventually became the main tank for armoured units of the Soviet Army, armies of the Warsaw Pact countries, and many others. T-54s and T-55s have been involved in many of the world's armed conflicts since the later part of the 20th century.

T-55								Points	1121
Medium Tank									DM: -1
Speed		Location	D10	Front	D10	Side	D10		Rear
Slow	5	Track	1-2	30 AV	1-3	30 AV	1-2		30 AV
Medium	10	Lower Hull	3-6	175 AV	4-6	70 AV	3-6		46 AV
Fast	20	Upper Hull	7	185 AV	7	84 AV	7		52 AV
		Turret	8-9	205 AV	8-10	156 AV	8-10		66 AV
		Mantle	10	199 AV			TOP		35 AV
Crew									
Commander/Gunner		Weapon	Location	Range	ROF	AP	MM	DM	Special
Driver		100MM D-10T	MAIN GUN	60	1	4	-3	+3	BLAST
		7.62MM LMG	COAX	48	4	8	-2	-3	+1 ACQU
		12.7MM	PINTLE	60	4	10	-5	-3	-1 COV
Features		Main Gun Penetration							

Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
Radio	12.7mm	3	5	8	10	13	15	18	20	23	25
	100MM D-10T	35	69	104	138	173	207	242	276	311	345

OKTOBER GUARD VEHICLES

The T-62 is a Soviet main battle tank that was first introduced 1961. As a further development of the T-55 series, the T-62 retained many similar design elements of its predecessor including low profile and thick turret armor. In contrast with previous tanks, which were armed with rifled tank guns, the T-62 was the first tank armed with a smoothbore tank gun that could fire APFSDS rounds at higher velocities. While the T-62 became the standard tank in the Soviet arsenal, it did not fully replace the T-55 in export markets due to its higher manufacturing costs and maintenance requirements compared to its predecessor. Although the T-62 was replaced in Russia and the successor states of the Soviet Union, it is still used in some countries and its design features became standardized in subsequent Soviet and Russian mass-produced tanks.

T-62								Points	1759
Medium Tank									DM: -1
Speed		Location	D10	Front	D10	Side	D10		Rear
Slow	5	Track	1-2	30 AV	1-3	30 AV	1-2		30 AV
Medium	10	Lower Hull	3-6	178 AV	4-6	70 AV	3-6		46 AV
Fast	20	Upper Hull	7	195 AV	7	85 AV	7		48 AV
		Turret	8-9	240 AV	8-10	162 AV	8-10		99 AV
		Mantle	10	216 AV			TOP		40 AV
Crew									
Commander/Gunner		Weapon	Location	Range	ROF	AP	MM	DM	Special
Driver		100MM D-10T	MAIN GUN	60	1	5	-3	+3	BLAST
		7.62MM LMG	COAX	48	4	8	-2	-3	+1 ACQU
		12.7MM	PINTLE	60	4	10	-5	-3	-1 COV
Features		Main Gun Penetration							
Advanced Sights		D10	<2	2	3	4	5	6	7	8	9	10+
Radio		12.7mm	3	5	8	10	13	15	18	20	23	25
		115 AT	38	76	114	152	190	228	266	304	342	380

OKTOBER GUARD VEHICLES

The BMP-1 is a Soviet amphibious tracked infantry fighting vehicle. BMP stands for Boyevaya Mashina Pekhoty 1, meaning "infantry fighting vehicle". The BMP-1 was the first mass-produced infantry fighting vehicle of the Soviet Union.

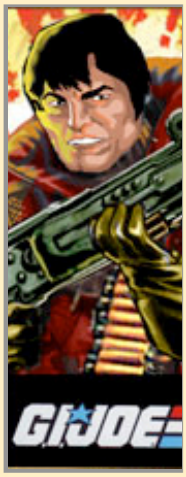
BMP-1								Points	676
Light Transport, Amphibious (4")									DM: +1
Speed		Location	D10	Front	D10	Side	D10		Rear
Slow	7	Track	1-2	20 AV	1-3	20 AV	1-2		20 AV
Medium	13	Lower Hull	3-6	28 AV	4-6	18 AV	3-6		16 AV
Fast	25	Upper Hull	7	34 AV	7	22 AV	7		16 AV
		Turret	8-9	38 AV	8-10	30 AV	8-10		30 AV
		Mantle	10	25 AV			TOP		20 AV
Crew									
Gunner		Weapon	Location	Range	ROF	AP	MM	DM	Special
Driver		73mm	MAIN GUN	60	1	2	-2	0	BLAST
		7.62MM LMG	COAX	48	4	8	-2	-3	+1 ACQU
		AT-3 Sagger	ATGM	300	1	3	-3	+1	"R"
Features		Main Gun Penetration							

Advanced Sights	D10	<2	2	3	4	5	6	7	8	9	10+
Radio	12.7mm	3	5	8	10	13	15	18	20	23	25
	73mm	34	69	103	137	171	206	240	274	308	343
	Sagger	46	92	138	184	230	276	322	368	414	460

OTHER FORCES

The following are mercenaries, allies and personalities of the Pulp 80's.

Mercenary
CODENAME: Kwinn



CHARACTER TYPE		Supporter		TOTAL PTS		**158**	
GATS	6	FISTS	6	Moxie	9	DARE!	3
SCHTICKS		Demolition Specialist, Guide, Brawler, Sharp Shooter					
GEAR		Flash Bang Grenade, Smoke Grenade, C-4					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Pistol	+3	6	If a 1 is rolled to Wound, 2 Wounds are inflicted	3

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
HMG	75	5	8	-3	-	50
Grenade	10	1	1	-1	Blast	3

SON OF COBRA COMMANDER
CODENAME: Billy Arboc

CHARACTER TYPE		Companion		TOTAL PTS		**207**	
GATS	5	FISTS	7	Moxie	9	DARE!	2
SCHTICKS		Arashikage Abilities,					
GEAR		Throwing Stars, Gas Grenades, Katana, Spear					

DUEL WEAPON	IM	AP	SPECIAL	PTS
Katana	+2	10	May force opponent to reroll 1 successful hit	10

GATS WEAPON	RNG	ROF	AP	MM	SPECIAL	PTS
SMG	15	3	6	-1	-	7
Grenade	10	1	1	-1	Blast	3

ANIMAL COMPANIONS

The following are the animals of the Pulp 80's.

NAME	Eagle		CHARACTER TYPE	COC
GATS	**FISTS**	**MOXIE**	**DARE!**	**GADGETS AND GEAR**
-	5	7	1	Claws AP 5
SCHTICKS				
Flight: Eagle may move 12 inches a turn and still charge into Dire Duels				
			POINTS	22

NAME	Parrot		CHARACTER TYPE	COC
GATS	**FISTS**	**MOXIE**	**DARE!**	**GADGETS AND GEAR**
-	3	5	1	Claws AP 3
SCHTICKS				
Flight: Parrot may move 12 inches a turn and still charge into Dire Duels				
			POINTS	15

NAME	Crocodile		CHARACTER TYPE	COC
GATS	**FISTS**	**MOXIE**	**DARE!**	**GADGETS AND GEAR**
-	6	9	1	Bite AP 8
SCHTICKS				
			POINTS	28

NAME	Wolf		CHARACTER TYPE	COC
GATS	**FISTS**	**MOXIE**	**DARE!**	**GADGETS AND GEAR**
-	5	6	1	Bite AP 5
SCHTICKS				
If in a pack, nominate an Alpha Male with +1 to Moxie				
			POINTS	20

NAME	Cobra		CHARACTER TYPE	COC
GATS	FISTS	MOXIE	DARE!	GADGETS AND GEAR
3	5	5	1	Venomous Bite, Spit venom AP 8, Poison
SCHTICKS				
			POINTS	33